

Apple Users Society of Melbourne Newsletter

A U S O M • N E W S

Volume 12, No. 8

September 1991

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This month's theme: Graphics

AUSOM—General Information

(Apple Users Society Of Melbourne Incorporated)

♣ Contributions:

Editorial contributions and letters to the Editor are welcome and can be sent to: (send advertising to Ivan Nagy—see below)

Nick Gammon, P.O. Box 124, Ivanhoe 3079

Articles may be uploaded at any time of day to the Editor's Bulletin Board—telephone (03) 497 1283 (baud rates supported—300/1200/2400 baud).

Articles submitted on disk (**3.5 inch Mac, 3.5 inch/5.25 inch Apple II, or 3.5 inch MSDOS**), preferably in text format, with hard copy print-out, or by telephone to the Editor's Bulletin board, will be given preference over typed or hand-written copy. Articles, or advertisements, submitted in hard copy only, or by voice over the telephone cannot be guaranteed inclusion in the next issue.

♣ General correspondence:

(subscription renewals, software orders, AUSOM business) to:

The Secretary, AUSOM Inc.,
P.O. Box 49, Burwood 3125

[Send newsletter contributions, or "letters to the Editor" to the Editor (address at top of column), and advertisements to advertising co-ordinator (Ivan Nagy—phone number given below)]

♣ Meetings:

Are held in the VICTRACC Centre and Lecture Theatres at Victoria College, Burwood Highway, Burwood (Melway, Map 61, B6) on the first Saturday of each month, except January, at 1:15 pm.

♣ Membership Enquiries: 560 3327

♣ Advertising:

Please direct enquiries about advertising to:

Ivan Nagy — 555 4074 (9 am to 6 pm)

Advertising using prepared artwork (or on disk) by the advertiser is available at the following rates:

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Full Page	(170mm X 250mm)	\$100.00
Two Facing Pages	(340mm X 250mm)	\$175.00

Discounts available for multiple inserts (5 or more issues).

Commercial Classified Ads: \$1 per line (minimum \$5)

Business Card Ad (87mm x 46mm)

(Inside back page for eleven issues): \$200.00

Non-commercial ads from AUSOM members: Free

♣ Production information:

See inside back cover.

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AUSOM accepts advertisements in good faith but accepts no responsibility for advertising content or claims made about advertised products.

♣ Special Interest Group (SIG) Co-ordinators' telephone numbers

(ring between 7 pm and 9 pm only, please)

Committee of Management

President:	Peter Szabo (business hours):	605 1777
Vice President:	Hayden May	FAX: 887 8185
Secretary:	Alex McKenna	560 3327
Treasurer:	Bill Gunther	807 6451
Ordinary Member:	Peter Garwood	544 0740
Ordinary Member:	Robert Pascale	478 9644

Meeting Rooms

Meeting Rooms:	James Clough	592 3450
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Editor

Editor:	Nick Gammon	499 4927
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Software Library

Apple // Software:	Peter Garwood	544 0740
Apple //GS Software:	Michael Levine	857 5727
Mac Software:	Eva Eden	347 4495
	Gary Jameison	458 4951

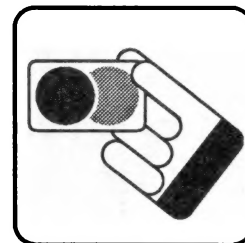
Bulletin Boards

BBS—Up to 2400 baud:	(Mac and Apple //)	587 4194
BBS—Up to 9600 baud:	(Mac and Apple //)	587 4360
SYSOP:	Ross Sheehy	
Editor's bulletin board:	(24 hours)	497 1283

SIGs

SIGs Co-ordinator:	Robert Pascale	478 9644
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Apple // Beginners SIG:	Robert Pascale	478 9644
Apple II SIG:	Nick Pyers	593 1223
Apple IIGS SIG:	Stephen Davidson	459 0036
Apple IIGS Beginners SIG:	Philip Richardson	836 7710
AppleWorks SIG:	Peter Szabo (business hours):	605 1777
Book Library:	Graham Spendlove	232 6829
	Rod Marrow	(059) 96 2751
	Wendy Presta	795 5844
	Robyn Roberts	354 3097
BUG-CP/M SIG:	Bill Saggars	232 6968
	John van der Wyk	
Catering:	Mrs. Young	877 2813
Communications SIG:	Stuart Young	877 2813
Mac Beginners SIG:	Des O'Brien	870 2981
MacBoard SIG:	Ross Bencina	870 0084
Mac Forum:	David Turk	534 5436
Mac Programming SIG:	Robert Doring	489 4298
PUG SIG:	Michael Stringer	889 0625
Youth & Adventure SIG:	Daniel Huang	419 0558
		419 2412



♣ Credit Facilities:

AUSOM Inc. has credit card facilities for payment of Membership Fees, purchases from: the Software Library, bulk purchase items, as well as any other offer or activity by AUSOM Inc. The credit card facilities apply to: Bankcard, Mastercard and Visacard. The service is available to those making payments by mail as well, so if you wish to make a payment to AUSOM use these facilities.

♣ 24 Hour Answering Service:

It would be appreciated if calls are made to Committee members only between 7 pm and 9 pm. For those who have an urgent request AUSOM has installed an answering service, the phone number is **560 3327**. Please, do not hang-up when you receive the recorded message, instead leave your brief message, and your call will be given the earliest attention.

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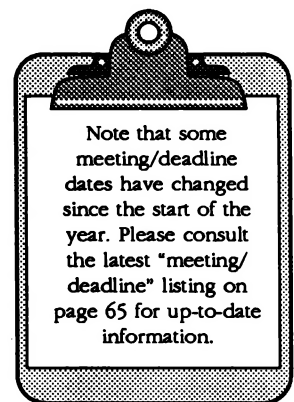
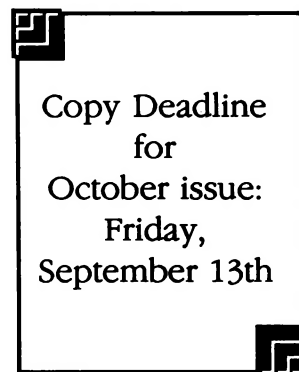
Contributors

Ray Cologon
Bill Currie
Robert Dorning
Maurie Eason
Eva Eden
Chris Elmore
Nick Gammon
Peter Garwood
Michael Levine
Bernhard Liedtke
Alex McKenna
Pat Murray
Robert Pascale
Peter Szabo

The four pages in the
centre of the magazine
(Computational Chroni-
cles) were edited by
Michael Stringer for the
Professional Users Group
SIG.

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Contributors—

To ensure that your article or advertisement has a good chance of appearing in the next issue, please submit it well in advance of the deadline date. Articles or advertisements not supplied on disk (or on the bulletin board) are unlikely to be published in the next issue. The newsletter is produced to a tight deadline—page allocation for each article is done directly after the deadline date. Please do not submit advertisements or articles in ALL CAPITALS as these are time-consuming to fix, and may not appear in the next issue.

Unsigned (anonymous) letters or articles will not be published.

Editorial

This month is a big one for both AUSOM and the AUSOM News. Highlights are:

- Tony Fraser from Apple will speak at the September meeting. See bottom of this page, and page 35, for details.
- AUSOM is organising a bulk purchase of modems, so that members can buy them cheaply. See page 6 for details.
- This is the biggest AUSOM News ever, being 72 pages including the PUG SIG insert.
- This issue of AUSOM News incorporates new EPS clip art from Dynamic Graphics. See page 37 for more information.
- A trip to Echuca for AUSOM members is being organised by Pat Murray and other members. See page 9 for details.



Tony Fraser

(Marketing Director for Apple Australia)

will be our very special guest
speaker on
Saturday, September 7, 1991
at 2 pm.

The meeting will be held in Lecture Theatre 1
Members, visitors and friends
very welcome

REPORT

from the President

Visit by Apple Marketing Officer

Apple's Marketing officer, Tony Fraser will be addressing the club at our September meeting. His talk will be from 2 pm to 3 pm. My understanding is that all Special Interest Group meetings will be rearranged to later times, to enable all members to hear Tony speak.

You may recall that four of the Committee of Management attended the Apple Users Forum on 20 July last in Sydney. They obviously impressed Apple, projecting us as an important body of Apple users. Tony offered to come down to speak to us. Please make every effort to attend. Like most Apple II users, I am cynical and do not expect the II line to get much of a mention, if anything. Even so, it would be very interesting for Tony to report that a very significant part of AUSOM is made up of those users. So II users, come along and be counted. I will certainly be there to ask questions!

Mac users of course will no doubt be interested to hear what is being promised for them.

Looking after Members

Some months ago, I reported that in my view most members who come along each month do so to be reassured that they are getting the basics out of their computers. Of course, a growing number are looking to move right along the path of high productivity. For the latter, the Committee of Management is about to appoint a

Training Manager, who will organise sessions outside of the monthly meetings. His brief covers both II and Mac, not just Mac as was incorrectly advertised.

That means that the monthly meetings should concentrate on "getting back to basics", and to that extent SIG leaders will be asked to give special attention to that level of member. Of course, others will be catered for. PUG will plough on, as will other special categories.

On the same track, the club is working on disks for new members and beginners. These are aimed first at providing the catalogue to our disk library. Thereafter, tutorials on how to use (for example) the Finder will be pursued. In the GS world, Michael Levine has done an excellent job with his disk catalogue. He used Hyperstudio to animate and to add sound to enhance and simplify the presentation. If you get a chance, have a look. Congratulations Michael on a great effort, and thank you on behalf of the members.

Mac has Hypercard to work with to do the same. What about it, Mac users?

AUSOM combines Mac and II users

One thing that particularly pleases me is that AUSOM continues to cater for both Apple II and Mac users at the one meeting place and time. The benefits are obvious. Computer theory crosses differences in computer operating systems. Traders have a larger market to ply their wares to, as disks,

modems, printers, etc. are common to all Apples. They will advertise in our magazine as a result. The combined membership means clout when confronting Apple Computer, evidenced by the fact that Tony Fraser is visiting.

The release of System 7 for the Mac means better networking capabilities for IIs to link in and share peripherals. Good news for schools, who should look into it. This is not the place to outline it in detail. I read about it in the August edition of A+/Incider. Perhaps one of our members will take it up and expand on it in an article shortly.

Bulletin Board Update

More and more members are getting into the world of communications. Come along to the Communications SIG at the meeting and see how its done. A handout setting out details of modems, cables and prices will be available at the meeting. If you used to log on, and found the going slow (or couldn't get on at all) try again. You will be pleasantly surprised.

The Unix software has now arrived, and hopefully by the time you read this, will be fully operational, opening the world of international electronic mail. 4 Telephone lines are in place.

Using electronic mail means you can gain access to all members using the board, no matter what computer they have. There are a lot of "smart cookies" who log on regularly, so if you have a problem, put it on the board, rather than wait until the monthly meeting.

See you at the main meeting.



AUSOM's NEW BULLETIN BOARD IS NOW OPERATING

The Committee of Management offers members an opportunity to obtain equipment to access the BBS at attractive prices. To indicate your interest place the number of items required against your chosen items and return the form, together with your deposit to: the Secretary, Alex McKenna, P.O. Box 49, Burwood, 3125.

Special Modem Prices

Please reserve for me the number of items of equipment marked in the deposit column. I agree to pay the balance on delivery for the equipment chosen at the quoted prices and to be responsible for lodging any registration(s) that may be required.

Equipment		Price	Deposit 20%
Maestro 2400XR Modem 1200 & 2400 baud, Auto Answer/Select (Cable and software extra). (Note no 300 baud)		\$240	
Maestro 9600 Fax/ Modem Data Modem 2400 baud V29, V27ter, V21 Fax Modes, V22bis, V22. Auto Answer, Auto Disconnect, Auto Dial, Send and Receive Fax (Includes software, cable extra)		\$370	
Avteck Megamoden 24 (Manufactured by NetCom) 300, 1200 & 2400 bps. Auto Answer/Select (Includes cable and software)		\$325	
Interlink Base 12345 300, 1200, 1200/75, 75/1200, 2400, 4800, 7200, 9600 bps MNP mode 4 Error correct, CCIT Standards, Auto Answer/Select (Cable and software extra).		\$720	
AE Serial Card (Apple Iie users)		\$215	
Type of Cable	Please list type of cable required	\$20	

AUSOM Membership No.....

Name.....

Address.....Suburb.....

Postcode..... Signed.....

Credit Card No.

Name on Card

Expiry Date.....

I agree that while AUSOM Inc. has assisted me to obtain the above equipment it is not to be held responsible for, and does not accept any responsibility for the products purchased. Such responsibilities remain with the individual suppliers. I further understand that a minimum total order of 10 units is necessary for the quoted prices to apply.

Premium Access BBS Users

Hopefully, by the time you read this, the new BBS will be in full operation on the Mac IIx, and the networking with other systems worldwide will be a reality. The BBS users who have paid their money, haven't received what they expected in the past. This was due to some technical difficulties with the software we were using. To remedy the situation, all current Premium Access members will have their subscriptions to the BBS re-started as at 1st August (if we have major problems, this will be extended to 1st September).

Once your AUSOM Membership becomes due, you will then pay on a pro-rata basis to bring your BBS subscription in line with your AUSOM membership.

The Committee of Management recognises the Premium Access users support of the BBS over the past months, and is in return restarting your subscription. If you have any queries regarding this, please leave either myself or Ross Sheehy a message on the BBS.



What's on this month ...



Last month, John Knight demonstrated database files in AppleWorks, and that presentation will continue this month for part of the time available. Please note that because of the visit by Apple's Marketing officer, Tony Fraser (see President's page), this meeting will start at 3 pm. Depending on how much time is available, what is set out below will take place.

Publish it! 4 has been released. It will be demonstrated at the "Blind Leading the Blind" SIG by yours truly at the September meeting.

Major new benefits mean direct use of New Printshop Colour Graphics. This is a boon to II users who do not have access to a GS. Previously, to take full advantage of the GS multi-colour graphics, one set was kept as GS graphics for use by Publish it! 3, and another set was converted (on a GS) for use by the New Printshop on IIe and IIc's.

Other improvements are the use of GS fonts, the ability to format disks, create templates, export text files, and additional printer support. The ability to add pages and repeat existing layouts is enhanced, as is the ability to "flow text" into those new pages. All in all, a great program is "beefed up" even more. Remember, it's a ProDos 8 program, and can still be run with a 128k IIe or IIc.

Also being demonstrated is a diary software package, Timetrax, which allows you to transfer data to a watch. For \$40.00 (US) you get a clock for your IIe or IIc, a watch, and scheduling software. An interesting concept. I have been using the watch for a few weeks now, and have found it most useful. The software allows you to add a notepad of information. I have 28

telephone numbers available to me in my watch, as well as keeping appointment details.

At the October meeting, Kevin Noonan will give a demonstration of "Total Control", a Jem Software program that allows you to link AppleWorks Database files with word processing files, and to add complex calculations to Database fields, amongst other things.

Moves are afoot to organise an off-site (i.e.—not on Saturday at the AUSOM meeting) session for Publish it!. The plan is to put on a class for 2 or 3 hours on say a Wednesday evening at an appropriate venue (Swinburne, Burwood). With 20 computers available, classes would be limited to that size, and it would be "hands on". If you are interested, please give me details at the meeting, or telephone. Alternatively, provide details to Alex McKenna (phone number inside the front cover).

Other topics to be covered in the months ahead will be Communications software and automated routines, by Nick Pyers, more Timeout and Macros (by popular request), and more on AppleWorks generally. Hopefully, this will give II users something to get their teeth into over the next few months.



Toner & InkJet Cartridges

Toner Cartridges

Canon CX (R34) Laser Toner	
- Apple Laserwriter	150
Canon SX (R64) BLK EPS	
- Apple Laserwriter II	150
Canon LX (#R64-1002-EPL)	
(Apple Personal LaserWriter)	150

Ink Jet Cartridges

Canon BJ-10E InkJet Cartridge	
(Apple StyleWriter)	54
Canon BJ-10E Refill Kit (2 Refills)	
(Apple StyleWriter refill kit)	59
Canon Ink Jet/Bubble Jet BJ130	30
Canon Ink Jet/Bubble Jet BJ300/330	34
Canon Ink Jet/Bubble Jet BJ80	24
Canon Ink Jet/Paint Jet Colour BJ120	43
Canon Ink Jet/PaintJet BJ125	40
Epson IX-800 Ink Cartridge (8765)	27
Epson SQ2000 Ink Cartridge (7750)	117
Epson SQ2500 Ink Cartridge (7760)	58
Epson SQ850/2550 Ink Cart (SO2002)	62
HP Deskjet Inkjet Cart (1.2 MILL.CH.)	37
HP Deskjet Refill (2 Refills)	59
HP Paintjet Inkjet Cartridge Black	69
HP Paintjet Inkjet Cartridge Colour	88
HP Thinkjet Cartridge (92261-A)	27
HP Thinkjet Cart plain paper Black	23
HP Thinkjet/quietjet Inkjet Cart Black	23
HP Thinkjet/quietjet Inkjet Col - R/B/G	33

Other Cartridges available,
please call for details.

Paper

Paper	\$
11 x 9.5 Laser Paper	60
11 x 9.5 Plain Bond 60 GSM	33
11 x 9.5 Plain Bond-70 GSM	38
11 x 9.5 Plain Ink Jet Bond 70 GSM	84
11 x 9.5 Superfine Bond Plain	47
11x 15 2000 page 60 gsm Plain BMO	41
8.5 x 6.5 Plain Bond 60 GSM Perfs	49
A4 Plain Bond 60 GSM	35
A4 Plain Bond 70 GSM	40
A4 Plain Super Fine Bond 70 GSM	50
Paper Stripper	13
Relist 100% Recycled	
11 x 15 Relist 60 GSM (B/R)	44
11 x 15 Relist 60 GSM Plain	44
11 x 15 Relist Blue Screen	44
11 x 9.5 Relist Plain 60 GSM	30
A4 Relist Plain 60 GSM	32

Accessories

Copy Holders

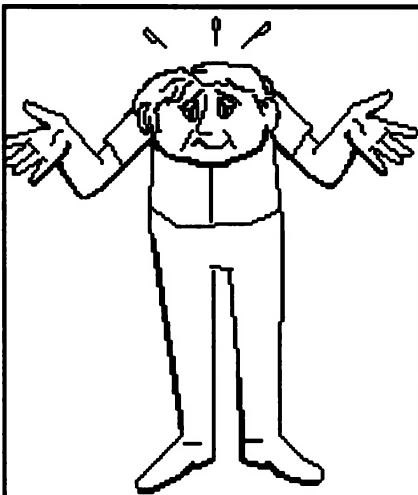
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Diskettes

Diskettes	\$
3.5 DS/DD KAO - Diskaroo**	30
3.5 DS/DD KAO - Rainbow*	25
3.5 DS/DD KAO - Sng Pk	3
3.5 DS/HD KAO - Diskaroo**	48
3.5 DS/HD KAO - Rainbow*	47
3.5 DS/HD KAO sng Pk - Grey	5
3.5 Head Cleaning Kit	14
5.25 DS/DD KAO - Black	20
5.25 DS/DD KAO - Rainbow*	20
5.25 DS/HD KAO - Rainbow*	28

* Available in solid Blue, Green, Orange, Red, Yellow or Fog White. The Rainbow pack consists of two disks of each of the 5 colours.

** The Diskaroo pack is a fold-out fabric wallet.

Free Mouse Pad or
Clip Copy Holder
with every two
boxes of KAO disks

Mass Storage Devices

CD-ROM Drive

Toshiba CD-ROM 350 ms	1,286
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Removable

SyQuest 44 Mb Drive (inc cart)	1,263
SyQuest 44 Mb cartridge	164
SyQuest Cleaning Cartridge	35
SyQuest 88 Mb Drive (inc cart)	2,000
SyQuest 88 Mb cartridge	256

Hard Disks-External

52 Mb Quantum ProDrive LPS	878
105 Mb Quantum ProDrive	1,158
105 Mb Quantum ProDrive LPS	1,280
120 Mb Quantum ProDrive	1,692
170 Mb Quantum ProDrive	1,871
210 Mb Quantum ProDrive	2,080
350 Mb Micropolis	3,234
425 Mb Quantum ProDrive	3,682
650 Mb Micropolis	4,401
1000 Mb Micropolis	6,039

Optical Drives

Sony 650 Mb re-writeable (inc cart)	7,083
650 Mb Magneto-optical cartridge	439

Tape Drives

Archive 150/250 Mb Drive(inc cart)	2,001
150 Mb Cartridge	71
250 Mb Cartridge	77
1.3 Gb Python DAT Drive (inc cart)	5,437
1.3 Gb DAT cartridge	39

Printer Ribbons

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compatible ribbons available.

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delivery all suburbs or see us at
the traders area every AUSOM
meeting.



Echuca—paradise revisited

This is it—the chance to shuck off the turmoil, tensions and traffic that go hand in hand with living in Melbourne. If you were at the last meeting then you heard it first hand; if you weren't then now you are getting it first byte. The ECHUCA WEEKEND is on!!

Make a beeline straight for your calendar and mark down the weekend of November 16-17th (for the true computer aficionados fire up that Remember DA and leave your electronic leprechaun to do the rest).

Right now some of you may be scratching your cranial cavity and thinking, "I could have sworn that during the August AUSOM meeting they announced that it was to be in October?". Well, you are right but when I went to organise motel space for the anticipated horde I discovered that we would run into the Rich River Festival (and everybody knows that this is one of Victoria's recognized tourist attractions). That meant there was almost no chance you could beg, borrow or scrounge a bed or square of carpet if you left it to September to try and make a booking.



So it has been moved on one month. Not to worry: venue is the same, weather will be great, Echuca waits for you with open arms and pokie machines greased and ready for the influx of Melbourne money.

Ken Stockton has gone to enormous trouble to conjure an agenda that should offer something for everyone—and let's face it: you aren't just coming up to this humble little rural community because of your interest in computers are you? It's the historical importance and the desire to understand the role the riverboats played in opening up Australia's interior which draws you up here. Right? It's not the lure of hundreds of pokie machines; or the siren sound of the golf course boasting thirty-six magnificent greens; or the majestic, meandering, mighty Murray. Nah, I didn't think so.

Where to from here? If Murphy's Law hasn't struck AUSOM then in this issue should be a form for you to complete indicating your accommodation needs, preferences, etc. [See page 4 of the PUG SIG insert (yellow centrefold)—Ed.] Go on, fill it in. Pam Doughty will handle the responses in her usual competent and professional fashion while I swan around up here in Echuca.

Those at the August meeting were probably as disappointed as I at not seeing the formal presentation of my Honorary Life Membership statuette. I thought when Ken Stockton called me up before the assemblage that someone somewhere "up there" had finally acknowledged the legitimacy of my claim. Ah well, to live is to be disappointed.

At any rate, some of you might have been just a tad confused about Ken's call for a show of hands for those coming as a "unit". Not to fear; this did not mean individuals (non-units) were discouraged from attending. You are all welcome.

If you want to get an early booking organised the *High Street Motel* has quoted us a sensational rate of \$20/person/night. The motel is right downtown and immediately adjacent to the restaurant being organised for an evening meal (they also do a great breakfast for those not wishing to dine in their rooms). Call Bob or Retha Coulter on 054-82-1013.

If you don't trust my choice in motels then fret not for Echuca is a tourist mecca and is set up to handle hundreds; nay, thousands; nay, millions of visitors (alright, alright so I occasionally indulge in a little hyperbole).

Another very reasonable motel is the *Paddlewheel Motel*. Ask for Meddles or "Shorty" (054-82-3822) and tell them Pat Murray suggested you call. I don't know whether that will get you a better rate or sent to jail; but try it and see what happens.

Other motels for the budget conscious which are all within a #1 wood of each other are the *Settlement Motor Inn* (054-82-4777); the *Big River Motel* (054-82-2522); the *Pevensey Motor Lodge* (008-032-461 for reservations).

For the campers and caravaners there is a plethora (that means a lot) of caravan parks. The (054-82-2157) is only a block from the venue for the weekend and right on the Murray River. Consult your RACV Accommodation Directory for the numerous other possibilities but DO IT NOW. Don't forget to pack your golf clubs, bring oodles of coins for the pokies, bring a sense of humour—by the time this actually happens I will be fresh out.

I want this inaugural country AUSOM meeting to work. I have the venue—all I need now is you.

Maxcess Mass Storage

NEW

NEW DAT Tape Drives inc Tax from \$3750

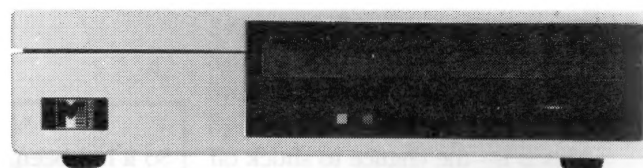
Maxcess 1.3 Gig DAT Drive with Retrospect	\$2295 _{ex}	\$3750 _{inc}
Maxcess 2.6 Gig DAT Drive with Retrospect	\$3995 _{ex}	\$4950 _{inc}
All with 1 year warranty		
DAT tape for 1.3 or 2.6 DAT Drive	\$35 _{ex}	\$49 _{inc}

NEW Optical Drive inc Tax \$6250

Maxcess 600Mb Erasable Optical Drive (Sony)	\$5250 _{ex}	\$6250 _{inc}
One Year Warranty - Cartridge not included		

NEW NuBus SCSI II Card inc Tax \$1499

Fast data transfer to external Hard Disks	\$1275 _{ex}	\$1499 _{inc}
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NEW 88Mb Removable Drive inc Tax \$1895

Maxcess 88Mb removable with cartridge	\$1795 _{ex}	\$1895 _{inc}
Additional 88 Mb Cartridges	\$199 _{ex}	\$250 _{inc}

44Mb Removable Drive inc Tax \$995

Maxcess 44Mb removable with cartridge	\$895 _{ex}	\$995 _{inc}
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Hard Drives, ready to go!

You can take it or leave it from **\$795** tax included.



MAXCESS PORTABLE
52 or 105Mb drive.
Comes with cables &
SCSI Director PRO.

PORTABLE HARD DISKS

including DriverMaker & Cables.

52Mb Maxcess Quantum & Carry Case	\$795 _{inc}
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INTERNAL QUANTUM DRIVES

including DriverMaker

52Mb for any current Macintosh	\$599 _{inc}
105Mb for any current Macintosh	\$895 _{inc}

EXTERNAL HARD DISKS

inc DriverMaker & Cables.

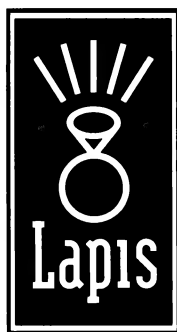
52Mb Maxcess Quantum	\$795 _{inc}
105Mb Maxcess Quantum	\$1045 _{inc}
210Mb Quantum	\$1595 _{inc}
320Mb Wren	\$2595 _{inc}
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Call for other capacity drives both external and internal.

Macintosh Video Cards \$795_{inc}

Video Cards	Apple 12" Mono	Apple Portrait	Apple 13" RGB	Apple Two Page	Dual Page	Full Page	Multiscan	Super VGA
Macintosh Classic	✓							✓
Macintosh LC	✓	✓						✓
Macintosh SE	✓	✓	✓	✓	✓	✓	✓	✓
Macintosh II	✓	✓	✓	✓	✓	✓	✓	✓
Macintosh Plus	✓	✓	✓	✓	✓	✓	✓	✓
Macintosh SE/30	✓	✓	✓	✓	✓	✓	✓	✓
Macintosh IIfx*	✓	✓	✓	✓	✓	✓	✓	✓

* Requires PDS 030 Bus Adapter Card



Video Cards provide the interface between the Macintosh range and a wide variety of B/W, Grey Scale and Colour monitors. The cards are designed to meet all operating requirements of the Macintosh. All Lapis products have a full 1 year warranty. All Cards are \$795 inc Tax. Monitor extra.

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Letters to the Editor

Meeting Signs

Dear Nick,

I would like to take the opportunity to reply to Charles Jameson's letter in last month's newsletter about the shortage of signs around the venue on our AUSOM meeting days.

During the course of last year, at one of our AUSOM Forum meetings, some members commented on just that issue. There were no signs to help people find their way. I took up the issue and over the Christmas break I took the opportunity to make signs for all the SIG's. 6 copies of each. 3 with arrows pointing to the left, and 3 with arrows pointing to the right. Inside the arrow was the name of the particular SIG. At the February meeting I gave each SIG leader his signs and made it clear to him that it would be his responsibility to put the signs up, and take them down and look after them for each meeting. I, like you, have noticed that not all SIG leaders are putting their signs up, and some of those that do put them up either forget, or neglect, to take them down at the end of the day. Frustrating to say the least.

I was disappointed to see that you say there were no signs to the Communications SIG in room E108, (or E109 as it turned out to be). I know for a fact that Peter Szabo put the signs for the Communications SIG up, because at the end of the day I was going around taking them down.

Yes, I too recognize the frustrations of people looking for locations of activities. I get frustrated too that I went to the effort to produce the signs and that apparently some SIG leaders can't be bothered putting them up. There is no doubt that signs are needed to guide people around the venue.

Charles must have missed also our information desk that is set up in the foyer each month. At the opposite end

of the foyer to the disk library tables, sits Ivan Nagy. He has a sign on the glass window behind him which says "Information Table". Ivan, God Bless Him, will talk to anybody. He sets up about 12:30, goes into the main meeting when it starts, and then sits beneath his sign again for about 30 minutes after the main meeting to answer any other queries, then he wanders off to his SIG's for the rest of the afternoon.

Again because of a recognized need, and because of the amazing response we have had to AUSOM's ads in the Green Guide each month, you will have noticed that Hayden May, our Vice President, and Alex McKenna, our Secretary, are inviting all visitors, or new members, anybody in fact, to assemble at the stage at the end of the main meeting and they take them for a tour of the AUSOM venue, showing them where the various buildings are, where the SIG's are being held, where to find the book library, The caterers, the traders, the toilets etc. Then at the end of the tour they take them aside to give them some information about AUSOM, and they then invite questions about anything people want to know.

I understand your frustrations on the day, and you are not the only one to have experienced them, but we have tried to address them. Apparently we need to do better. Hopefully your letter has alerted the SIG leaders to the need for signage for their activities. I just thought you would like to know the other side of the story.

Yours faithfully

Peter Garwood

Retirees SIG inter alia

Dear Sir,

Further to my letter in August AUSOM NEWS, I have been told (by ILAB) that the price in Australia of 4 Mb 3.5 in. floppy discs is less than \$140 for a box of ten. Presumably the corresponding drives are available somewhere for the clones.

On a totally different matter, AUSOM is starting up a RETIREES' & OTHERS' SIG (SIG = Special Interest Group) to be held at BALWYN LIBRARY MEETING ROOM on Wednesday Morning 11 September; Entry 9.30 AM to 10 AM only for those setting up computers; NO ENTRY 10 AM to 10.30 AM. Once again, entry, and start of meeting, from 10.30 AM to noon. The SIG finishes at noon (this month). Subsequent meetings should be on Wednesdays October 9, November 13 and December 11.

An apology to anyone I told the meeting was elsewhere. When I went to book the next day, all bookings had gone. So please note:- BALWYN LIBRARY is the place.

At the first meeting I will have an APPLE][+ running FIRE ORGAN and CEEMAC, the language FIRE ORGAN is written in. Also a 4M RAM Macintosh+ running public domain accessory programs. If you want to bring an APPLE and NOT copy, please do.

At later meetings there should be speakers and trade demonstrations.

Next, a tip from an August 3 SIG. If you want to try the TrueType INIT with System 6.05 (and no-one guarantees it will work) don't put the INIT in the system folder. If you put it in the system folder you may get a bomb at every startup.

Yours faithfully,

Steve Buttery
(Phone 836 8836 7-9 PM)

Apple II and II GS— KansasFest News

The following is information culled from text files off the net. The sources are noted where I was able to remember them. The information is of course often unsubstantiated, but it has given a fillip to the whole II line. There is even rumour of Sculley doing some hard sell—even advertising later in the year (September). However no new configuration for the GS—maybe later—maybe not at all.

HyperStudio Version 3.0

Roger Wagner demonstrated new features in HyperStudio 3.0. You can edit buttons now, it supports both 640 and 320 modes, its using resources everywhere, and it even will allow scripting!

System 6.0 For II GS

System 6.0... apparently it is about to go alpha, with final (hoping) for October.

Lots of speed-up in the OS, but not as much as from 4.x -> 5.x system versions. The Console Driver has been redone, and there are new hooks to get direct access to character output and input routines. Lots of new tool calls and updates.

The Installer is completely revamped and is VERY intelligent now (that

means there's absolutely no reason not to use it).

System 6.0 will be shipping on 5 disks. The first disk boots to the installer, from there it's a SINGLE mouse click to update your system! Disks 2 & 3 contain the SSW, the fourth is the fonts, and the last disk is configured to boot from an 800K disk drive.

Finder

The Finder has tons of changes. Full read/write HFS FST, read-only DOS 3.3 FST, and read-only Pascal FST. New support for resources, the Finder will now use rIcon and rComment resources.

rBundle is a new resource format that will let the Finder know which icons go with which Applications/documents and what documents go with which applications.

Some of Finder's new features:

1. A "Windows" menu that allows you to select windows that are hidden under other windows.
2. The "About..." item now displays a modeless dialog with memory counts (Finder, NDAs, free, max block) that is updated every 15 seconds.
3. The title of a window can be clicked on and a list of folders drops down so you can select directories previous to it.
4. Option-clicking in the close box of a window closes all windows (just like the Mac Finder).

5. Option-clicking open a folder closes the window you clicked in after opening the new folder.

6. Options can be set to suppress the size, type, creation date and/or modification date in a window when files are displayed in list format.

7. The info bar now expands to double-height when files are displayed in list format, so that you can still see the disk memory use display.

8. The info bar now displays the file system of the file in the window.

9. It also displays sizes in megabytes when they are more than 999K.

10. Folders can now (legally) be placed on the desktop.

Teach Text

Teach Text (editor that can import AppleWorks, AWGS, & MacWrite files) and it supports the styled Teach format, of course.

Archiver

The new backup program that has a host of options for selecting files. It can backup to a volume or a single file.

SysBeep2

There is a SysBeep2 call that allows you to specify which sound file to play for specific events.

Fonts And Drivers

A disk full of fonts up to 96 points! These fonts help ensure that the StyleWriter printer driver has the best output possible. There are drivers for the StyleWriter, Apple's flatbed scanner and tape drive too.

Ether Net Card For All Apple IIs

Apple has made networking much better, there'll be an Ether net card allowing quicker networks.



SuperDrive Card For All Apple IIs

The SuperDrive card will allow use of the 1.6 Mb disks, as well as accessing MAC HFS disks. Both of these cards will run on an enhanced Apple IIe. There's also a new ProDOS-8 (v2.0) which will allow more than two devices per slot! Up to a max of 14. There is a sacrifice for this though—it requires a 65c02 at least (shouldn't be much of a problem since the SCSI card also requires a c02).

Andy Nicholas says "The SuperDrive card will allow use of the 1.6 Mb disks, as well as accessing MAC HFS disks. Both of these cards will run on an enhanced Apple IIe. This is slightly misleading and inaccurate. The SuperDrive card allows you to use 1.44 Mb disks in MFM format. This is not a prerequisite for use of the HFS FST. 800K Macintosh disks show up just fine in Finder 6.0 — you don't need the SuperDrive card to use the HFS FST. You can plug in a Mac HD or something formatted with the Mac's file system and use it just fine from your GS. Things like Syquest carts and HFS CD-ROMs work just fine. Keep in mind that this is an unofficial comment."

Liberty Card For All Apple IIs

The Liberty Card is a new peripheral being marketed by Micol Systems. It enables you to use 1.4 MB Messy-DOS 3.5 drives with your Apple and works on both 8 and 16-bit machines. The drives format to 1.6 MB in ProDOS. It comes with software that looks a little like Norton Commander that allows you to read and write Messy-DOS disks on your Apple and transfer files between ProDOS & Ms DOS.

Tom Zuchowski says "I wish I had known about the Liberty card two months ago, before I bought my new 3.5 drive. I could get used to having 3.2 MB of ProDOS storage on a pair of inexpensive 1.4 MB Messy-DOS drives real easy. Vlad Fedorov has done a really nice product here, I think; I'm a big believer in having lots of hardware and software options. (I was talking to Vlad about the Liberty's development in Moscow—he said that when they began the project, they couldn't get a 3.5 drive to work with, so he designed and built a box that made two 5.25 drives look like one 3.5 so they could proceed with development—this guy knows his stuff!)"

Unix For II GS

An unnamed person wrote "Wow! Unix for the GS! I saw it with my own eyes! Everyone should own a copy..."

Apple IIe etc. 8 Bit

Tom Zuchowski again

"The news from Apple and Roger Wagner was really exciting and I greatly enjoyed their presentations, but I'm a mere 8-bit guy and I hit all the ProDOS stuff that I could find: Phil Shapiro of Balloons Software showed me a pretty neat educational game that I wouldn't mind having myself for its entertainment value.

I saw Kitchen Sink's Guy Forsythe demonstrate their AccuDraw graphic design program; it's VERY nice—8-bit ain't dead! Eric Bush showed me how you can easily do some pretty impressive Applesoft programming with Kitchen Sink's MicroDot replacement for BASIC.SYSTEM and save lots of memory at the same time. I was extremely impressed by Micol Basic—I should've bought this language a long time ago! And Ron Lewin gave a preview of Micol's soon-to-be released desktop and windowing tools for Micol Basic that simply blew me away. Anyone who says you can't do windows on an 8-bit machine has a real surprise coming.

At the Apple party on Friday I overheard people talking about working together to bring costs down and help spread the word about what great stuff is available for the Apple II. I heard talk of sharing mailing lists and software titles and joining together in advertising."

RAMfast 2.01 Upgrade and Tape Backups

The rest of this (apart from my editing and headings) is Copyright 1991, Jawaid Bazyar (inventor of the von Neumann architecture, patent pending) who says "Free distribution allowed as long as this notice remains" TMS Peripherals was selling the RAMfast 2.01 upgrade ROMs. If you don't already have these, get them, they're incredible. The ROM config program is now mouse based, and MUCH easier to use. They were showing off their cassette-cartridge (same size, different material) tape backup systems. VERY nice. 60 Mb in 15 minutes is nothing at all to sneeze at. Compare to Copy II+ (what, 4 days or something?)

Equation Editor

Seven Hills software was demo-ing a really nice heavy-duty equation editor, which will import into AppleWorks GS desktop publishing and most other stuff (most like GraphicWriter III, which was shown right next to it). It's called FormEdit, but they're looking for a more marketable name (someone give them a call!) Rumour has it that a Mathematica GS exists and has been offered up for publishing.

Apple Support

Apple was absolutely tremendous—not their booth, which was pretty damn boring, but their staff—Matt Deatherage, Dave Lyons, Andy Nicholas, Greg Branche—who all took time out to give us (Procyon, Inc.) tech support at the show.

Ports Of Games

Three-Sixty Pacific We saw Lane Roath here, chatted with him for a bit—really nice guy. He was selling Dark Castle, Warlock, and some other stuff—he had Dark Castle source code for \$50. Way to go! We can use as much idea sharing as possible to get people back into the spirit. Unfortunately, he also said he hadn't started an Armor Alley port, but he's got all the source and it could be done (hinted that he'd start soon).

Clarix Support?

Clarix Corporation After having been missing from the last couple Apple II shows, Clarix finally shows up—with no Apple II software whatsoever. However, they left their booth empty for several minutes, and this oversight did not go unnoticed—someone sucked in the spirit in the air and prominently displayed (on a Mac screen) a "Apple II Forever! Mac sucks!". An appropriate message. Bravo!

3200 Colour DreamGrafix

DreamWorld Software DreamGrafix looked incredible—it's still in beta, but the improvements from previous demos and betas are astounding. It looked better than most paints I've seen on the Amiga, Mac, and STs combined. Keep it up Jason and Steve! (Note we should have some examples of pictures from this programme in the Library by October—Michael)

New NDA's and Genesys

SSSi, Inc. had a number of products for demo- Edit16, which seems to be the best available programmer's editor available; a beta of a new set of NDAs which were incredibly professional looking, very classy stuff (late summer release hopefully); Genesys isn't 2.0 yet, but it's looking 'much better now'

Orca V2

Byte Works, Inc. info on Orca 2.0 looked rather impressive. Complete support for GS/OS in Orca; a new Integer BASIC compiler (with source, part of a package to help teach programming and compiler theory); gnu news on a gnu C.

Computer Covers Unlimited

These folks had an interesting display whereupon they poured kool-aid onto a keyboard for hours on end (protected of course with a keyboard condom).

Econ Technologies Internal (power supply replacement) SCSI hard drives.

You can even buy just the power supply case (although for a horribly hefty \$299). Their drive combos are also somewhat on the expensive side.

PC Globe Software

Lots of folks who had a nice GS program and loud sweatshirts. Really, I looked at the program a little bit and it seemed to do the same stuff the PC/Mac versions did, only with more style :-). (Might've been the machine it was running on, I'm not sure.)

Roger Wagner Publishing

HyperStudio demos running in SEVERAL booths which had been conglomerated into one Super-Booth. The title screen looked incredible! 3200 colours, and HS3.0 supports it

Zip Technologies

They had some suits who spent lots of time hard-selling folks. I don't mind, they gave me an "EAT MY DUST Mac..." sign which went as follows: 'Hyperspeed for \$149 GS+ Magazine This Apple IIGs is running 3 times faster than the average IIGs. Faster than most Macintosh computers. Thanks to the Zip GS What a company!' They also said they're coming out with a line of low-cost hard drives which they claim will be the fastest available for the IIGs.

Applied Engineering

No booth but they had a roving tech-hermit. GS-RAM III is out in a half-card format, takes 4 Mb (1meg x 4 chips) and is of course fully DMA compatible.







Procyon, Inc.

Last but not least, we demonstrated our grifty gnew GNO multitasking environment for the IIGS."



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Apple User Group Convention

The 3rd Annual Apple User Group Convention was held from 19th to the 21st of July at Warwick Farm in the outer Suburbs of Sydney. Four delegates from AUSOM were sent, being: Hayden May (Vice President), Alex McKenna (Secretary), Bill Gunther (Treasurer) and myself (SIG & Services Coordinator).

Dinner

Dinner on the Friday night included speeches by David Strong (Managing Director of Apple Australia), Ian Diery (President of Apple Pacific) and Satjiv Chahil (Director of Marketing, Apple Pacific). It was stated in no uncertain terms that Apple is positioning itself to be the biggest computer company in the world. Apple's planned alliance with IBM, and the technology they will share, will boost Apple into the next generation of computing.

The laptop computer market—the new 'pen based' computing—are all going to be targets for Apple's next offerings. It is necessary for Apple to compete vigorously in this market to maintain (or gain!) the advantage over the competition. Apple has stated that a priority would be to redesign the Mac Portable so that it is lighter and smaller.

After the dinner, the AUSOM delegates talked at length with Tony Fraser, Apple Australia's Marketing Director. We complimented him on the Coles 'Dockets for Apples' campaign. We also raised some of our concerns about dealers' support in Melbourne, and some of Apple's strategies in regard to their marketing of certain machines to certain markets.

Marketing

The next morning, Tony Fraser opened the convention with a detailed speech about Apple's strategy. Apple's strategy is to grow market share and become a viable, long term player in the PC industry. They want a high unit market share, rather than getting it in dollar terms (this can be demonstrated by the price changes since the new low-end Macs were introduced last October, the new low-cost printers and System 7 for the Mac). They are aiming at a 20% market share worldwide (in Australia they are currently considerably higher than that, and are in fact have the largest share of the market).

Apple research has shown the following 'Marketplace Trends':

- More knowledgeable customers. A few years ago, only 25% of computer buyers had purchased a computer before. Now the figure is about 50%. The change shows that a new approach is needed.

- Ready to use CPUs. Apple see their advantage in that their systems come configured. The system software is on the hard drive; no installation of cards etc. Apple likes to call this 'Plug-and-play'.

- More power on the desktop. This goes without saying. Can we ever get enough power?

- Multivendor Connectivity. Apple sees as important the ability to connect any type of computer together. If this means Apple to IBM, or Apple to DEC or anything at all, they will try to do it. Apple's new alliance with IBM is a direct result of this strategy.

- Portability. This reinforced what Ian Diery said the night before about Portable computing. Apple expect that in the near future more than 50% of computers will be portable.

- Media integration. Multimedia is still growing. Apple intends to keep at the forefront of this technology.



• **Graphical User Interface.** Apple is the leader in this technology. Everyone is trying to copy it. It is intuitive to use, and seems the direction for the future.

There was some more discussion about distribution trends for Apple, mainly emphasizing their new strategy of low-cost, high-volume sales. One main point of interest was that Apple recognized the lack of many close relationships between dealers and User Groups.

Product directions for the next 18-60 months were to be 'To become a much bigger player in Personal Computing'; focus technology on high volume products; to use miniaturisation to become more competitive; to be more than a Mac and Apple // company; significantly improve the time-to-market; work in a strong alliance with other companies and to drive for the innovative at the lowest cost.

The session ended with a question and answer session. It was stated that the Apple II (not the IIe and above) will no longer be supported after 1992. Apple originally supports products for 7 years. The Apple II was introduced in 1983, and therefore Apple has already extended the period for 2 years. The comment was made also that Apple //s outship Macs (or they did until recently).

HyperMover

Godfrey Gamble, one of Apple's Gurus, demonstrated HyperMover, which is a Mac to GS and GS to Mac HyperCard Stack mover. Therefore you can move all your old Mac stacks in

boring black and white to the GS for you to turn into full colour masterpieces.

The software runs on Mac Hypercard 1.2.5 or later, and on the GS HyperCard (i.e. two separate packages). The process is to disassemble on one machine, then through AppleTalk or the Apple File Exchange (AFE) move the data to the other machine for re-assembly. Both the Mac system and the GS need 2 Mb of RAM, and space equivalent to at least 150% of the original stack to convert.

The differences between both HyperCards are as follows:

- **Graphics.** The Mac has 512 x 342 1-bit (i.e. Black and White) and the GS has 320 x 200 4-bit (16 colour) graphics.

- **Button Field Position.** Fields in stacks will appear behind buttons on the same layer.

- **Icon Animation.** Icon id's will not be correct after conversion and will need to be re-ordered.

- **Scripts.** Screen coordinates will have to be manually converted.

- **Colour.** Colour will be lost from the GS to the Mac.

Hypermover will move all Hypercard objects, create scaled graphics, convert sounds and convert cursors and icons. What it cannot do is convert XCMD/XFCNs, fix scripts that depend on specific screen coordinates, alter scripts that have features specific to one machine, or maintain button field ordering.

During the demonstration, a fairly simple 5 card stack was converted from the Mac to the GS. Text fields did not convert fonts across, but painted text was ported correctly. Bit mapped images were also converted, but the quality seemed to suffer, but it has to be said that with a little time playing with the converted stack, you could get a very convincing duplicate of the original stack.

System 6 for the GS

The System 6 demo was disappointing. Mainly because there was no System 6 to show. The disks had not arrived. We were on the modem through AppleLINK and downloaded (after several hours) System 6 (pre pre beta release) from the USA. I cannot say anything at all about the software, because doing so will jeopardize the club's standing with Apple (i.e. we won't get any support from Apple at all). Because the software is in such early stages, it's difficult to say that this will

look anything like what will hit the shelves. I liked the look of it and from what I saw will be an improvement over the current system software.

Connectivity

A presentation by Steve Manchester, another of Apple's Gurus (a Communications expert in this case), demonstrated the new connectivity strategy of Apple. He described how AppleTalk is a software protocol and is not limited to the LocalTalk system (the current connectors you see floating behind most Mac networks). In fact, Apple has decided to standardize on Ethernet (10 Mbits/s), and will also enable connections to other types of network like Token Ring, optical fibre etc. In addition, the Multivendor aspect of the new strategy is to be able to connect to all sorts of systems like Unix, DECnet, X.25 and through SQL to mainframe and mini systems.

The Network Management Strategy is:

- Support industry standard i.e. SNMP

- Implement MIB basic datalink elements

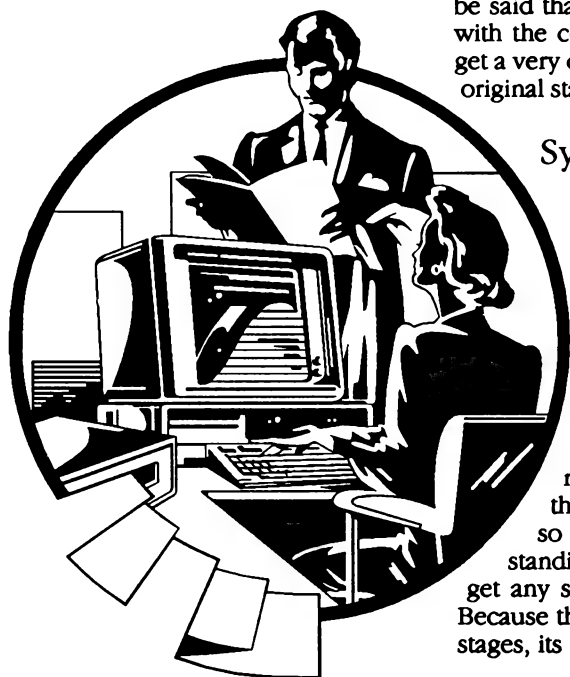
- Add MIB extensions for AppleTalk Protocols

This is all a little over my head (Guru's like to Technobabble!), but it shows that Apple is targeting a market where currently a great deal of confusion reigns.

The demonstration concluded with Steve connecting to Apple's Sydney office in Frenchs Forest, and then connecting through the AppleTalk network there to another Mac in another office on a different network. In total, we went through 2 non-Apple networks to get to the final network, without the user ever knowing about all the physical connections in between. The advantages of this are enormous, especially if you have ever tried to find a break in an ethernet cable which has taken the whole network out. Incidentally, Apple has solved this little problem with ethernet (i.e. if one computer unplugs a cable, the whole network will collapse). Apple has engineered self-terminating cables, which essentially means that their 'plug-and-play' principle holds true, even on ethernet.

CompuServe

CompuServe is a network of many, many computers around the world, which allows users to log on and conference with each other, send mail etc., much like our very own BBS, but on a much, much larger scale. For the 3 years that the User Group Confer-



ence has been going, a concern has been on how to get information from Apple to the user groups and vice versa. Several solutions have been proposed. Last year, Apple offered the connection to AppleLINK, their own network, but at over \$45 per hour, it seems like a very expensive way to go.

This year, CompuServe has been proposed. At \$36 per online hour (this is a little different to a real hour), we can have our connection to Apple. Not only is this Apple Australia, but we have real time access to anyone who is on the system at the same time. I tried out this service when I got back from Sydney, and was talking to a woman from South Florida (it was early morning there, she was in a rush to get to work after a swim in the pool!). Not

only is there that interaction with other computer users around the world, but there is also the technical base of users you can ask questions of through electronic mail. It's not cheap, but if you use scripts (or Macros) then you can logon and logoff in a minimum amount of time.

I think that this is a very good way to communicate with Apple (if there is enough information to send!) and I will be subscribing to CompuServe personally for all the reasons above.

Summary

In total, there were about 50 delegates from around the country. AUSOM has the biggest membership

(about 1700 now) and is the most profitable of all Apple User Groups in Australia. There were also two gentlemen from Toowoomba in Queensland who has started their own user group and have 15 members. Apple has promised to send us contact details for all their user groups in an effort to have a more closely knit community.

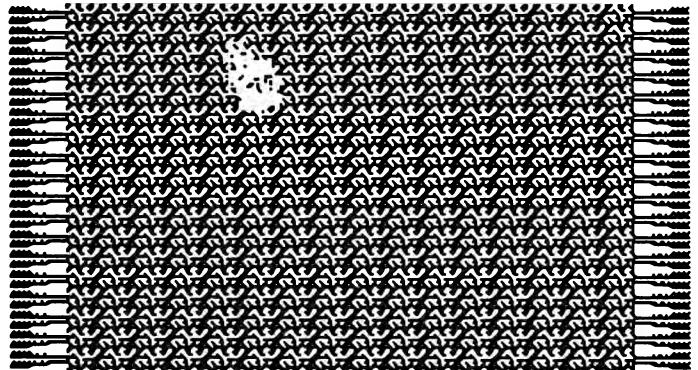
In addition, there were some dealers who were invited to show some of their products, and you may be hearing more about this in the months ahead (Clarix may be doing some presentations for us at a Saturday Meeting).

Finally I must thank Pene Slade, Liz Casey and our old friend Frank Revill for putting on a great convention. We all look forward to the next one.



Bill Currie

Acme Rug Company



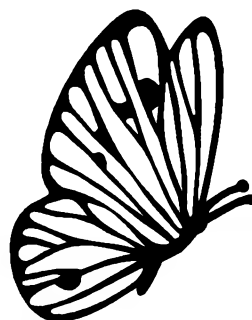
When I was a young bloke (2 or 3 years ago), I used to work for the Acme Rug Company. My job was to design the patterns that appeared on the rugs. I found that I could do this on my computer at home in a few minutes and then have an easy time the next day at work. If you run the program you will see some of the patterns that I designed.

When you get tired of watching the patterns, just lean on the keyboard and the computer will complete the current rug then stop. A message will appear which leads me to the second part of my story. The boss was pleased with my work and asked me to design a system to moth-proof the rugs.

I fiddled about with a drum of chemicals to treat the rugs and a drum of moths, which I used for testing purposes. Now these moths were very hungry as I only used to feed them once a week. Unfortunately the drums got swapped over one night, and when I got to work the next day both the rugs and my job had disappeared. If you press a key on the computer you will see and hear what happened to Acme's rugs and my job.

```
1 H = 49200: HGR : FOR G = 1 TO
  9E9: ON PEEK (49152) > 127
  GOTO 2: FOR U = 8 TO 152
  STEP 8: W = RND ( - G): VTAB
  21: HTAB 7: PRINT "ACME RUG
  COMPANY - DESIGN #"G: FOR R
  = 0 TO 7 * (U < 152):
  HCOLOR= R: HPLOT 8,U + R TO
  30,U + 4: HPLOT 271,U + R TO
  249,U + 4: POKE 228, RND (1)
  * 256: HPLOT 30,U + R TO
  249,U + R: PRINT : NEXT
  R,U,G
2 POKE 49168,0: HTAB 7: PRINT
  "ANY KEY FOR MOTH ";: GET
  A$:L = 99:N = 49: FOR O = 0
  TO 9E9:X = L:Y = N:L = L +
  RND (1) * 4 - 2:L = L * (L >
  0):L = L - (L - 271) * (L >
  271):N = N + RND (1) * 4 -
  2:N = N * (N > 0):N = N - (N
  - 152) * (N > 152): FOR M =
  0 TO 1:T = PEEK (H) - PEEK
  (H - (X > L)): HCOLOR= 3 - M
  * 3: HPLOT X,Y TO L,N: NEXT
  M,O,T,H
```

```
1 H = 49200
2 HGR
3 FOR G = 1 TO 9E9
4 ON PEEK (49152) > 127 GOTO
  18
5 FOR U = 8 TO 152 STEP 8
6 W = RND ( - G)
7 VTAB 21
8 HTAB 7
9 PRINT "ACME RUG COMPANY -
  DESIGN #"G
10 FOR R = 0 TO 7 * (U < 152)
11 HCOLOR= R
12 HPLOT 8,U + R TO 30,U + 4
13 HPLOT 271,U + R TO 249,U +
  4
14 POKE 228, RND (1) * 256
15 HPLOT 30,U + R TO 249,U + R
16 PRINT
17 NEXT R,U,G
18 POKE 49168,0
19 HTAB 7
20 PRINT "ANY KEY FOR MOTH ";:
  GET A$
21 L = 99
22 N = 49
23 FOR O = 0 TO 9E9
24 X = L
25 Y = N
26 L = L + RND (1) * 4 - 2
27 L = L * (L > 0)
28 L = L - (L - 271) * (L >
  271)
29 N = N + RND (1) * 4 - 2
30 N = N * (N > 0)
31 N = N - (N - 152) * (N >
  152)
32 FOR M = 0 TO 1
33 T = PEEK (H) - PEEK (H -
  (X > L))
34 HCOLOR= 3 - M * 3
35 HPLOT X,Y TO L,N
36 NEXT M,O,T,H
```



AppleWorks

Chequebook Balancer 3

Probably the main drawback in using a database for this purpose is that it takes more work to compare it to the spreadsheet containing your budget or cashflow estimate. Using the clipboard though it can be fairly simple. There are a few pitfalls though, which I'll take you around.

The normal cashflow spreadsheet is shown in Fig. 1. This also shows the formulae needed to sum each month's expenses and calculates the cashflow and cash levels at start and end of each month. The expense categories for each month are listed vertically where in our database they are horizontal. We need to turn the totals of the

columns of the database through 90 degrees and transfer them to our spreadsheet.

The trick is to transfer just the columns of data to the spreadsheet, total the columns, then to turn the column totals so they are in a vertical line instead of a horizontal one. To do this you need to make a spreadsheet template as shown in Fig. 2. The really important bit is the formulae. Note that each formula in row marked "TOTALS>>>" adds the cells directly below down to row 120 (to allow room for your database data). The formulae in column starting "+E30" do the 90 degree turning part. Right, now those of you who think they know what to do next may be in for a surprise if you use

the clipboard to transfer the database data to the bottom of this spreadsheet. The formulae you've painstakingly typed in will disappear.

The solution is to transfer the data to a new blank spreadsheet first, then add the formula template later. So make another spreadsheet from scratch, name it "Temp". Then load your database file of the months transactions (Fig. 1 of page 21 of July 1991 AUSOM magazine), press OA-C then T to copy to the clipboard. Press the down arrow to highlight all transactions but not the ===== signs, then return. Now this is safely on the clipboard, OA-Q back to your spreadsheet "Temp". Then, with your cursor on cell A1, press OA-C and F to copy from the clipboard. After a few seconds your spreadsheet will have the data. Now go back to spreadsheet template (Fig. 2), add all of it to cell A1 of "Temp". The result should be almost as shown in fig. 3.

I say "almost" because the important vertical column contains all zeros. Don't worry, it's because of the order taken by AppleWorks to calculate. Just press OA-K to recalculate, and the figures will be there. In fact it's always a good practice to press OA-K a second time in a spreadsheet to see if anything changes. If it doesn't, then all is well. If it does change, then it's a sign that you've created a loop in the cell formulae and you're in trouble. The final step is to clipboard this column of data to your cashflow spreadsheet in the appropriate month's column.

In conclusion to this rather drawn-out trio of articles on Data Base Chequebook Balancer, if you want to use a data base for keeping expense details there are some pluses and only a few negatives. Transferring the data to a spreadsheet for budgeting is a little tricky, but it does have the advantage of making you understand the possibilities and relative merits of databases and spreadsheets.



CASHFLOW 90		
	JAN	FEB
INCOME:		
My Pay		
Other		
Total Income	@SUM(B7...B6)	@SUM(C7...C6)
EXPENSES:		
House Repay		
Insurance/Rates		
Maintenance		
Medical		
Education		
Car Expenses		
Other Transpt		
Groceries		
Fast Food		
Eating Out		
Utilities		
Alcohol		
Holidays		
Entertainment		
Charities		
Presents		
Clothing		
Total Expenses	@SUM(B11...B32)	@SUM(C11...C32)
Total Net Inflow	+B9-B33	+C9-C33
Begin.Cash Level		+B37
Ending Cash Level	@SUM(B36...B35)	@SUM(C36...C35)

Figure 1

INCOME:			
My Pay	+E30		
Other			
Total Income			
EXPENSES:			
House Repay	+G30		
Insur/Rates	+H30		
Maintenance	+I30		
Medical	+J30		
Education	+K30		
Car Expenses	+L30		
Other Trans.	+M30		
Groceries	+N30		
Fast Food	+O30		
Eating Out	+P30		
Utilities	+Q30		
Alcohol	+R30		
Holidays	+S30		
Entertain.	+T30		
Charities	+U30		
Presents	+V30		
Clothing	+W30		
TOTALS>>>>	@SUM(E33...E120)	@SUM(G33...G120)	@SUM(H33...
	Income	Hse.Repay	Ins/Rates

Figure 2

INCOME:			
My Pay	756.24		
Other			
Total			
EXPENSES:			
House R	650.00		
Insur/R	425.00		
Mainten	0.00		
Medical	0.00		
Educati	0.00		
Car Exp	15.00		
Other T	5.00		
Groceri	35.00		
Fast Fo	11.00		
Eating	34.00		
Utiliti	0.00		
Alcohol	20.00		
Holiday	0.00		
Enterta	0.00		
Chariti	55.00		
Present	26.00		
Clothin	0.00		
TOTALS>>>	756.24	650.00	425.00
	Income	Hse.Repay	Ins/Rates
1 Jun 90End May B1		289.56	
4 Jun 90Chq#123 C1	120.00		
6 Jun 90Chq#124 S1	55.00		
10 Jun 90My Pay 1	756.24		
15 Jun 90Chq#125 A	26.00		
17 Jun 90Chq#126 B	650.00	650.00	
17 Jun 90Chq#127 S	425.00		425.00

Figure 3

Robert Dorning

Macintosh Programmers Special Interest Group

At the coming September meeting of the Mac Programmers SIG Nick Gammon (yes, our editor of AUSOM News) will give a presentation on Object Oriented Programming (OOPS) with Think Pascal.

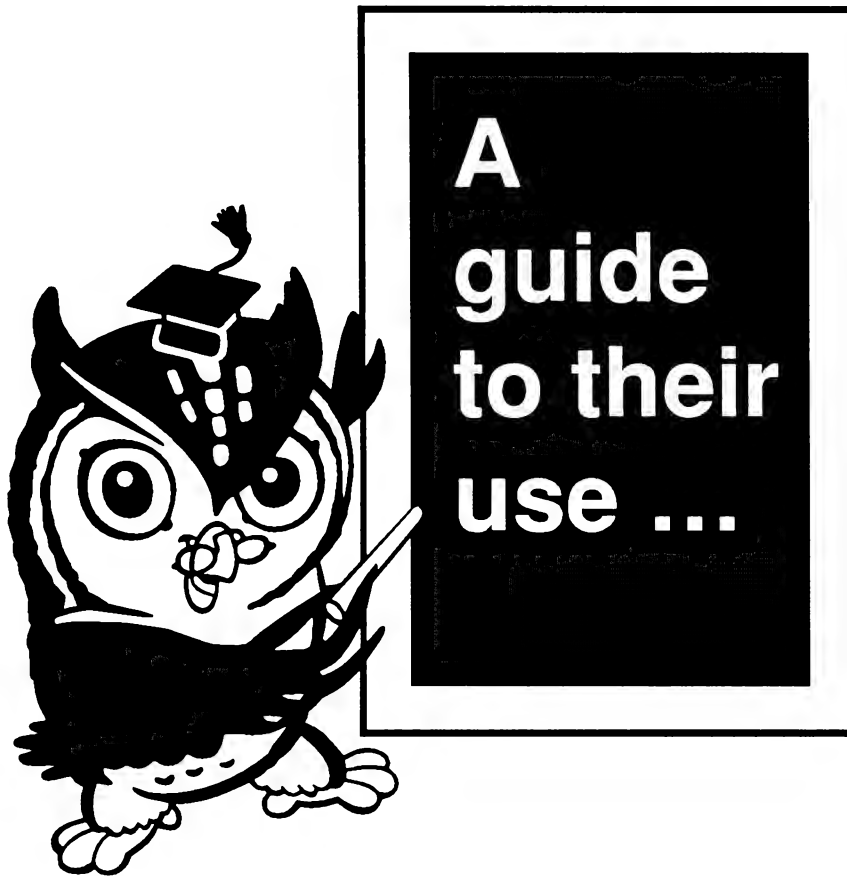
Nick will go into the basic ideas of simple implementation of OOPS, drawing on examples from his application 'Editor's Toolkit'.

Nick says that OOPS takes time to master, but then makes development on the Mac considerably quicker. Nick will point out things to avoid and look out for with OOPS.

The start time of the SIG is 3 pm in order to allow members to attend Tony Fraser's talk (from Apple). We normally go for approximately two hours. Hopefully the correct starting time will now be shown on the back cover of AUSOM News.



Apple II catalogue disks



1991 has seen a large increase in AUSOM's membership, due largely to the series of ads we have been running in The Age Green Guide on the Thursdays before our monthly meeting. Peter Szabo, our President this year, decided, that as an introduction, new members would be given a free copy of the catalogue disk/s for the computer that they are using. Consequently over the last 7—8 months those Apple II users, who have attended our meetings, and who have joined AUSOM, have gone home with a series of disks containing a list of the software that can be purchased from AUSOM's extensive Public Domain software library.

One of the questions I am often asked by our new members is, if the disk libraries are disk lending libraries. The answer is no. What we mean is that AUSOM owns a library of Public Domain disks, which we copy and sell to members.

The catalogue disks for the Apple II disk library come as 3 disk sets. Set 1 is referred to as Catalogue 1 & 2. It is in fact a double-sided 5.25" disk. It contains a list of all those Apple II disks released prior to 1987. Catalogue 1 & 2 has been made with the use of a disk cataloguing program. What appears in the listing is an Identification Number e.g. SFAC 6, and a listing of all the files on that particular disk. There are no

reviews of the disk and the listings are not broken into any categories e.g. business or graphics or games.

Each side of the disk is self-booting. It can be viewed on the screen, or it can be printed out. Here's what you have to do. Boot up the disk. The first screen will give you 2 options. Option 1, <CR>, carriage return, (simply press Return) will list the catalogue on the screen one page at a time. Hitting any key brings up the next screen. Option 2, ESC, will allow you to print the contents of the disk. If you decide to print it out, be warned!!!, side 1 printed out will take about 40 pages, side 2 the same. If you want to print out the catalogues, follow these steps. At the first screen, press the ESC key. You will see a] on the screen. Turn on your printer. Then type PR#1, and press return. Again after this you will see a], now type RUN and press return. Bingo, the printer now choofs out about 40 pages of catalogue listings.

Set 2 comprises Catalogue 3 & 4, again a double-sided 5.25" disk. This disk contains a listing of all the C/PM disks in the library. You will need a C/PM card in your computer to be able to run the disk. Again this listing is by Identification Number and a catalogue of the files on the disk. There have not been any new C/PM disks released in the library in the last 5 years or more. These disks have little more than a specific use for some older computers.

Set 3 of Apple II catalogue disks is called Catalogue 5. These disk/s have a complete listing of all the disks released in the Apple II disk library since 1987, and when a review has been written of any disk released prior to 1987 these have been included in this catalogue set. Rather than a list of the files that are on any particular disk, I have provided a review of the disk. The reviews are most often those provided by our disk sources, or from the documentation on the disk. The reviews are those that have appeared each month in the AUSOM newsletter.

The reviews have been reproduced, on disk, in category order, so that if you want to know what business software is available you look under that heading. The same for games or graphics or communications etc., just look under the heading. I have produced the catalogue this way because I believe, that for most people it is an easier way to find what you are looking for in the disk library.

Catalogue 5 comes available in three different ways, depending on what computer you have, what software you have and, what disk drives you have. The original reviews that I create are done in AppleWorks v3.0. So for those members who have and use AppleWorks v3.0 there is a disk of AWP v3.0 files, either on 5.25" disks, or a 3.5" disk.

Mindful that a number that a number of AUSOM members do not have AppleWorks v3.0, but may use an earlier version of AppleWorks, or may use another word processor, I have created the catalogue 5 listings as a series of text files that can be imported into AppleWorks or to any other word processor. If you are using AppleWorks, but a version earlier than v3.0 you can import these text files into AppleWorks by, ADDING A FILE TO THE DESKTOP, Selecting option 3, FROM A WORD PROCESSOR, and then selecting option 2, FROM AN ASCII TEXT FILE. AppleWorks will give you a list of the files on the disk, select the ones you are interested in or select them all. If you wish to print them out you can through the AppleWorks Print option.

The text files versions of catalogue 5 were prepared also with Apple II+ computer users in mind. In general II+ computer users cannot run AppleWorks and most members do not appear to have PlusWorks, the modified AppleWorks designed to run on II+ computers. With these members in mind I have made the side 1, of disk 1 of the Text Files version of Catalogue 5 a bootable disk. On the disk I have also put a text file reader program, B—File Converter, so that members are able to read the catalogue on the screen, or print it out if that is more convenient. I have to admit that B—File Converter is not the best file reader around, but it is the only Public Domain file reader capable of running on a II+ computer in our disk library.

To use the text file reader

To use the text file reader/printer, boot up disk 1, side 1. You will be presented with the opening menu with

8 options. Select option 2, LOAD A SEQUENTIAL TEXT FILE. Because you will not know what files are on the disk, press RETURN and you will be given a catalogue of the files on that disk. Now type in the file you want to read, then press RETURN. You will get the message that the program is loading the file. This takes a little time, but when the file is loaded into memory you are returned to the main menu. Now select, PREVIEW FILE IN MEMORY. You are now presented with the first page. When you have read this first page, hold your finger on the CONTROL key of your computer and press the "S" key, once to start and a second time to stop. Don't lift your finger of the CONTROL key. You can continue reading the text file on the screen a bit at a time, but you must use CONTROL S, to start and CONTROL S to stop, otherwise the file will just scroll to the end of the file.

Should you decide that it is easier to read the printed version than read from the screen, then, after you have loaded the file into memory and you are returned to the main menu, turn your printer on, select option 4, PRINT FILE FROM MEMORY, press RETURN and the printer will do the rest.

To read the files on side 2 of disk 1, and side 1 of disk 2. Boot up Disk 1 side 1, and when you are at the main menu either turn the disk over, or in the case of disk 2, take out the first disk and insert disk 2. Select option 2, Load sequential text file, press RETURN to see what files are on the disk, type in the name of the text file you want, press RETURN and wait for the file to be loaded. Then either view or print the files out as explained above.

Disk format

You will note that at the end of each review of each disk there appears a line which says, Disk format, Source and Release date. This has a number of purposes. The disk format is a very helpful guide, particularly to those people who have Apple II+ computers. If the disk format is listed as Dos 3.3, then you can be sure that disk will run on your computer. If the Disk format is listed as ProDos, then in almost all cases it will not be able to be run your Apple II+ computer. If you have an Apple IIE, IIC or IIGS, then you can run either Dos 3.3 or ProDos. The Source, indicates the source from which AUSOM has obtained that particular disk. The release date is designed to give you some idea as to how recent the software is. If we have released a disk and there has been an update of that disk, and that update is in the library you will see Release

date... followed by Update... Where there has been an Update then the disk you will purchase will be the latest version. The earlier version will have been put into a disk archive. They are kept because, on some rare occasions, a member comes looking for a particular version that may have a file on it that later versions do not carry.

There is only one other point which can affect your choice in selecting a disk from the disk library. Within the disk of Catalogue 5 you will occasionally note a line which says "suitable for Enhanced Apple IIE, IIC or IIGS computer". This indicated that this disk will only run on these computers. Those with Apple IIE computers will need to know whether their computer is "Enhanced" before they select one of these disks. One guide as to whether your Apple IIE computer is Enhanced or not, is whether you can run AppleWorks or not, because AppleWorks will only run on an Enhanced IIE computer. If you can't run AppleWorks on your IIE computer you won't be able to run any disk with that notation in the review.

When you look at the label of your Catalogue 5 disks you will note the bottom line says, Update 1...Update2. You are entitled to have your catalogue disks updated twice, free of charge. To do this all that is needed is for you to return your disks to the disk library table at any AUSOM meeting and leave them with the disk librarian. He will copy over them, and you can pick them up at the disk library table at the next meeting. If you want them returned by post you will have to pay the standard postage charge, currently \$2.

Ordering by mail

For those new members who have joined AUSOM by post, and who cannot get to the AUSOM monthly meeting, you can obtain a copy of the catalogue disks by writing to AUSOM, PO Box 49, Burwood. 3125, and requesting a copy of the Apple II Disk Library catalogue disks. You will have to include a \$2 Cheque or Money Order for return postage.

There is certainly a large range of software to choose from. The Apple II disk library probably has nearly 1,000 disks (C/PM disks included). There is no doubt sufficient in the range to suit all Apple II computer users. All 5.25" disks are \$5.00 each and the software on 3.5" disks are \$7 each. There is no cheaper way of adding to your software collection, than making a selection from AUSOM's extensive Apple II Public Domain software library.



Apple II New Releases



Apple II disk library continues to offer AUSOM members the best of the Apple II Public Domain software on offer. With this month's theme of graphics I have a number of new graphics disk to offer members. The II GIF graphics program will open a new world of graphics to Apple II users. They are able to import GIF style graphics and convert them to Apple graphics. As well there a number of other interesting disks of software that should gain members attention.

Grammar Festival did not arrive in time to be included among last month's educational disks, but has a lot to offer teachers and parents looking for software to reinforce basic English concepts in the classroom or at home. I don't know how many people who are interested in astronomy but if you are, then Tonight's Sky will have a lot to offer. Hopefully it is relevant to the southern hemisphere. I'd like to know if it's not.

PrintShop still has to be the most popular Apple II graphics program ever written. This month I have one new "classic" PrintShop graphic disk to offer. Almost all of the graphics have not appeared on any of our earlier disks, and they look good.

It has taken a while but the library is at last releasing graphics for "The New Printshop". I'm sure they are going to prove equally as popular as the many "classic PrintShop" the library has released in the past. We are currently working to convert the GS PrintShop graphics on Michael Levine's GS library disks to New PrintShop graphics, so over the next few months there will be plenty of graphics to offer. In the style of the New PrintShop most of the releases will be topic specific graphics. E.g., people, animals, objects etc.

AUSOM EDUCATION 85 GRAMMAR FESTIVAL

This disk contains an educational program by Donna Hall for drilling students in basic grammar skills. The student can choose one of eight different grammar skills, such as, "verbs, present tense or adverbs etc." The program then presents the student with a series of fill in the blank sentences. The student chooses the correct word to complete the sentence by typing in its corresponding key on the keyboard.

The school bus _____ to pick up some children. A. stoped B. stopped. The oven must be _____ before I can bake. A. hotter B. more hotter C. hottest.

When the student has correctly answered 10 questions he, or she, is rewarded with the choice of playing one of three different games. All of the games are quite simple.

As well as the Grammar Festival this disk contains three other programs of value. HANGMAN, the original word guessing/spelling program. This version has been given a new face and is fun to use. TYPING DEFENCE, again an old Public domain program that is a typing tutor with a Space Invaders interface. You can set the speed of the invading letters. The third bonus program, EASYSEL, is a shareware Easy ProDos Program Selector. You can pull this off the disk and add it to your own disks as a simple menu selector. It has a nice look about it on the screen.

Shareware fee. \$5(US)

Disk format: ProDos Source BRCC C54 Release Sept '91

AUSOM MISCEL. 55 TONIGHT'S SKY

Tonight's Sky is an integrated software package designed as a tool for amateur astronomers to aid in locating objects in the sky. Specifically, it was written to help answer two basic questions; where is it? and, is it visible?. This program is FreeWare and was written by John L. Graham. It will create a Hi—Res chart of the night's sky for any date or time and show the location of visible planets or stars. You can limit the magnitude of the stars shown from 0 to 8. The program can also create a star atlas map.

Disk format: ProDos Source BRCC N33 Release Sept '91

AUSOM GRAPHICS 61 II GIF GRAPHICS

Imagine taking graphic images from the IBM, or Apple IIGS and viewing them on your Apple IIE or IIC. It's possible due to a special format developed by Compu—Serve. GIF, which stands for Graphic Interchange Format, is an industry standard for transferring graphics from computer type to another. This disk contains a program called II GIF. It was written by Jason Harper and allows the user to take any GIF graphic and convert it into either Hi—Res or Double Hi—Res graphics for the Apple IIE or IIC. To get started several GIF graphics are included on the disk, including, James T Kirk from Star Trek and Bugs Bunny.

Disk Format. ProDos Source BRCC H72 Release Sept '91

PRINTSHOP GRAPHICS 19

This disk contains over 80 single—colour graphics for use with the “original” PrintShop. They can also be used with Labels, Labels, Labels, Publish It, and The Children’s Writing and Publishing Centre. Graphics include; BBQ, Bear, Bull, Cards, Coffee Cup, Dolphin, Eagle, Earth, Einstein, Igloo, Indian, Lincoln, Turkish Doll, Palm Tree, Pepsi Can, Road Runner, Running Shoe, Scuba Gear, Stagecoach etc. Included on this disk is a 1 set of alphabet graphics, the letters A—Z in a Block type font. A sheet showing all the graphics on the disk is included. On the back of this disk are the same graphics in the format required for The New PrintShop
Disk format. Dos 3.3. Source BRCC H46 Release Sept ’91

NEW PRINTSHOP GRAPHICS 1

ANIMAL GRAPHICS

This double—sided disk contains multi—coloured graphics for use with the New PrintShop. All of the graphics depict animals. Pigs, Pelican, Butterflies, Dinosaur, Alligator, Bird, Buffalo, Camel, Chicken, Chimp, Dog, Donkey, Duck, Eagle, Elephant, Horse, Lamb, Lion, Panda, Parrot, Rabbit, Raccoon, Rhino, Seal, Shark, Snail, Sheep, Stork, Swan Tortoise, Turtle etc. Over 80 graphics on this disk. A sheet showing all the graphics on the disk is included.

Disk format: ProDos Source BRCC P68 Release Sept ’91

NEW PRINTSHOP GRAPHICS 2

FANCY LETTER GRAPHICS

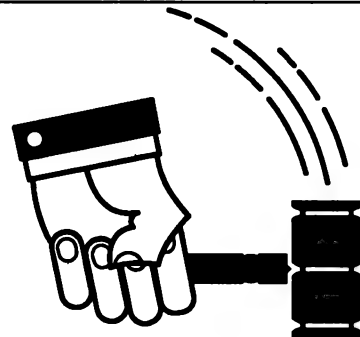
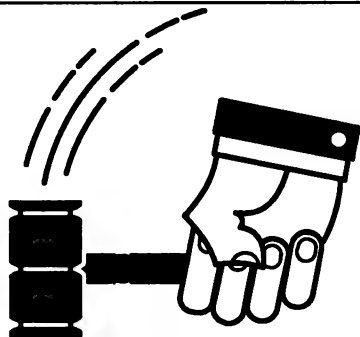
This disk contains multi—coloured graphics for the New PrintShop. There are two different sets of fancy alphabet letters. E.g. there are two letter A’s, B’s, C’s etc. These are graphics, NOT fonts. A sheet showing all the graphics on the disk is included.

Disk format. ProDos Source BRCC P69 Release Sept ’91



Auction

To be held on
Saturday, November 30, 1991
in Lecture Theatre 1
from 11:00 am until 4:00 pm



General Information

- AUSOM has arranged for a professional Auctioneer to conduct the Auction
- All items entered into the auction before November 2, 1991 MUST be accompanied by \$1.00 entry fee per lot, a 25 word or less description, seller's name, and reserve price.
- If this information is provided before November 2, 1991 the description will be published in following month's newsletters and will be listed in the main foyer prior to auction (reserved prices will not be published)
- Any items entered into the auction after November 2, 1991 MUST be accompanied by \$2.00 entry fee, a 25 word or less description, seller's name, and reserve price (reserved prices will not be published)
- A lot is defined as a single item, or group of items, to be sold together as a whole and not individually, for one single amount.
- Please note that only items related to computing will be permitted into the auction.
- Original copies only may be sold. The description of all software must state that it is original software and not a copy. Illegal pirated copies will be removed from the auction

- A 10% selling commission will be charged on any items sold for or over \$10.00
- The minimum Reserve price may not be altered, once AUSOM has received the entry fee, unless the lot is actually in progress of been auctioned or after it has been passed in.
- Time permitting, any items that are passed in can be re-entered a second time with a lower reserve price and re-auctioned
- Lot numbers will be allocated numerically, but will be auctioned as lot numbers are randomly drawn.
- Any items that are entered into the auction, but removed prior to the lot coming up for auction, will be charged 10% of the reserve price.
- Items will be accepted into auction up until 10:00 am on Saturday, November 30, 1991.
- Items must be made available for the Auctioneer, prior to 10:30 am, Saturday, November 30, 1990
- It is the vendor's responsibility to deliver items to the place of auction and it is their responsibility to pick up items that have been passed in from the place of auction. AUSOM can not be held responsible for items left behind after the auction.

- AUSOM does NOT in any way guarantee the quality or performance of any item offered for sale in the auction, unless the vendor (seller) is said to be “The Apple Users’ Society of Melbourne (AUSOM) Inc.”
- Payment for items is due immediately after the item is sold and is paid to the Treasurer or his named assistant, who will then extract AUSOM's selling commission, then pay the balance to the vendor as described below.
- Payment of monies to vendors, will be made by an AUSOM cheque, made payable to the vendor and will be posted out to the vendor, as soon as details are finalized.
- Payment is CASH only, unless the vendor states otherwise.
- If payment is by credit card, vendors will not receive payment until the transaction has been cleared through AUSOM's bank account.
- Any claims or comments must be made in writing, address to the Auctioneer, c/- PO Box 49, Burwood. 3125, within 7 days of the auction having taken place.
- The Apple Users’ Society of Melbourne (AUSOM) Inc. reserves the right to change or modify details without notice.

A little more education

You might be forgiven if you think that I have forgotten that last month's theme was education. I have not but I always take the opportunity to present to AUSOM members new reviews of disks, even if the disks themselves are part of the Pre '87 library disks. Over the last few weeks some of our AUSOM members have given me these reviews of library disks. Unfortunately I did not receive them in time for August's education theme month, but because the reviews are new, and comprehensive, and because many members are particularly interested in educational software I am not going to hold these reviews back or wait until next years education theme month.

One of my ambitions when I took over the Apple II disk library was to go back through all the programs that appear on the Catalogue 1 & 2 disk,

where reviews were never written, and have reviews written so that eventually I would be able to produce a single catalogue of all of the software in the Apple II disk library. From the start the task was going to be a big one, as there were a few hundred disks to look at, and because I have many other interests that also consume my time. Early in the process I asked for people who might be interested in helping to let me know and I would select a few disks, in the topics in which they had an interest, for them to review. From time to time some people have offered their help, and the reviews that they have provided are now included in the Catalogue 5 disk. A couple of keen helpers also went to the trouble of selecting some of the files from the

disks they were reviewing and prepared completely new disks of selected better programs from the library.

You will note that on the Catalogue 5 disk, there are a lot of numbers missing in some topics. These are the numbers I have left vacant for the appropriate review to be written and included in the catalogue when I, or some one else, had eventually written a review. I continue to ask for people who are prepared to review the many older disks in the disk library. From time to time someone offers his, or her, help. Two such people who offered their help were Winston Peters and Andrew Guillaune. Winston and Andrew, have taken a number of the unreviewed education disks and provided the following reviews, they have filled some of the missing gaps in the Education listing of Catalogue 5.

As always I would welcome any help to fill some of the other gaps. If you have a little spare computer time and would like to have a look at a few disks of the topics of your choice please contact me.

AUSOM EDUCATION 01

PLATO DEMO COURSEWARE DISK

Contains information about early software produced by Dataflow. Worthwhile for teachers and parents interested in buying educational software from DATAFLOW.

Disk format. Dos 3.3. Source AAU 02 Release Pre '87

AUSOM EDUCATION 02

MATHS & SCIENCE

Containing maths and science programmes for the secondary student. This educational disk has fourteen programs which cater for various interests :

- 1) Distance : tutorial on calculating the distance between two points given their coordinates.



- 2) Charge : Millikan's experiment.
- 3) Plank : experiment with X-rays, emission of photoelectrons, electron volts, kinetic energy...
- 4) Midpoint : calculate the midpoint between two point given their coordinates.
- 5) Guessing game : the computer will guess either a number between 1 and 100 or a letter.
- 6) Mad chemist : you are a scientist working with deadly chemicals. Mix them properly or else...
- 7) X-Y grapher : plots functions on hires screen
- 8) Star lanes : a game of interstellar trading for 2-4 players
- 9) Add-libs : you're asked for a list of words, and the computer will use them in a story at strategic places.
- 10) Math spell : learn the names and spelling of polygons.
- 11) Slopes : find the slope of a line between two points given their coordinates.
- 12) Eco simulator : the aim of the game is not quite clear, but maybe the mention of Graze-Huntington will ring a bell.
- 13) Crayfish : learn the external parts of a crayfish.
- 14) Math dice : roll 5 dice to achieve as many points as possible. Need skill and luck.

Disk format. Dos 3.3. Source AAU 010 Release Pre '87

AUSOM EDUCATION 05

STUDENT MARKBOOK

Written by J. Messing, this set of programs has the glorious title of: "Wagga Wagga High Markbook System v4.1" It enables you to enter data for the whole class, standardize results, or give individual student profiles. It has several useful features such as printing reports with comments, standardizing across classes, and so on.

The purpose of this program is to store records kept by subject departments of a school about academic progress of its students. Student records, stored in alphabetical order, include surname and given name, some sort of IQ number, and 12 3-digit scores for tests, 24 2-digit scores for assignments, and 2 to 4 assessment results. Each class has a preset maximum of 33 students, but this figure can be increased.

Five files, four Applesoft programs and one text file, make up the core of the "system" :

- a main program, which deals with single class operations,
- a supplementary program, which calls less used routines,
- a machine language sort routine,
- a text file with coded comments,

- and a comment utility program (an editor).

The main program's menu consists of 10 options, such as add or delete a student, display or edit a student records, enter data for the whole class, print details for the whole class, standardize the results (with a mean of 50 and a standard deviation of 16), call for a student's progress profile, switch to the supplementary program, and exit.

The supplementary program's menu allows the user to create a class, generate bulk printouts, print a rank order list or a report with comments, standardize across classes, transfer students out of a class, and switch either back to the main program or to the comment utility program.

With the comment editor, the user can display, add, remove or edit a comment, and print the whole file. Each comment is "encoded" or referenced by a letter-digit combination.

The program has a good error handler, and as several features are customizable, it caters for various class sizes. The disk as reviewed included class files, but only the five files mentioned above are necessary to get going. The amount of space left on the disk if these files are excluded is sufficient to store approximately 15 classes with an average of 23 students, or about 350 students. The program absolutely needs a printer, as most of the outputs are meant to be output to paper. The disk includes a full documentation text file with in-built formatting commands (for Runoff?).

When CATALOG is typed, some sort of copyright notice appears as the first line. This notice relates to Diversi—dos, which is, I believe shareware.

Disk format. Dos 3.3. Source ASWAP 10 Release Pre '87

AUSOM EDUCATION 06

FRENCH VOCABULARY TESTER

This disk contains several tests on French vocabulary, such as objects in a house or the French words for time. This would be a good disk for learners of French or an ideal way for the teacher of the language to test vocabulary, as the computer throws up graphics and the students have to match the numbers of the objects with the correct words. The computer scores the number of correct answers.

This disk is a must if you want to improve your French. Eight programs are available, one of which only has nothing to do with French (and I would question it's educational value, see below). The other seven programs are pretty good, and this state-

ment comes from a French speaking reviewer!

The eight Applesoft programs were written around 1980-1982 and come from Christchurch (New Zealand?). They are :

- 1) French House : a high resolution picture of a house together with its surroundings (trees, pond, flowers, birds, etc.) is drawn, and numbers attached to each item. The student must correctly name each item. And remember that a goldfish is red in French!
- 2) Une voiture : yes, a car! Very similar to the program above, but now items such as bumpers, boot, doors, wind-screen, etc., must be named in French. The car depicted is a "deux-chevaux" or Citroen 2CV. What else would you expect? There is a bug, unfortunately. The part of the program related to when an incorrect answer is given is missing.
- 3) French vocab test : what else but a program to test your French vocabulary?!
- 4) French time : tell the time in French.
- 5) Pierre au poteau : the French version of Hangman. Three levels are available, and you can play against the computer or against another player.
- 6) Passe compose : exercise your knowledge of the past tense (past perfect). The misleading point I have found is the usage of "vous" in the singular/polite form instead of the plural form.
- 7) L'automobile : a variation of "Une voiture", except that here the various parts of the car get drawn only if you name them correctly. The end effect looks like a Peugeot?!
- 8) German el : this program seems out of context. First of all, it looks like it was thrown in for a joke. For example, the instructions are written in a German-English mix-up. I'll quote : "Sie haff to type in der richtig Ending vitch goes vere der Underlines are." The program itself seems buggy. I'll leave it up to AUSOM members fluent in German to test it out.

Disk format. Dos 3.3. Source ASWAP 11 Release Pre '87

AUSOM EDUCATION 07

MERCHANT TRADER

A History Simulation program suitable for Yr 8 students called Early English Merchant Traders, where you are a trader sailing to different countries from England in order to trade with them. The program gives some idea of the difficulty that the early merchant traders faced on their voyages. One begins to appreciate the enormity of the tasks that sailors like Captain Cook, undertook so success-

fully, and would be a good introduction to some work on the First Fleet, for example.

Disk format. Dos 3.3. Source ASWAP 12 Release Pre '87

AUSOM EDUCATION 08

MATHEMATICS

This set of programs was written in April 1982, and originates from Christchurch (New Zealand?). Seven programs, written either in Integer or Applesoft Basic, give the user the opportunity to try his/her skills in mathematics. A comment in the Hello program mentions accompanying notes which were not available for the review. In one case only was they found to be necessary, although the underlying theory may certainly be found in appropriate maths textbooks. The seven programs are :

- 1) Graph plotting with instructions : given the definition of a curve, the program plots it in rectangular coordinates, gives the area under the curve, its roots and extrema, and a detailed analysis.
- 2) Graph plotting without instructions : same as above, but assumes you know how to handle the program.
- 3) Sort demonstrations : this is where the notes would have been useful. Four sorts are demonstrated, namely Bubble sort, Insert sort, Select sort, and Quick sort. The program will sort up to 100 numbers randomly generated.
- 4) Word grid maker : creates a word search grid from words supplied by the user (up to 100 words, minimum length is 5 letters). The result may be output to the screen or to the printer for the larger grids.
- 5) Distributions : generates random numbers, and displays the resulting distribution. Does so for random numbers between 0 and 9, for the sum of two numbers between 0 and 9, for the frequency of digits 8 or 9 in 10 random numbers, and for the binomial and normal distributions.
- 6) Supermaths : takes the user through a drill of the four basic operations. Sounds out of place in this context as all other programs address high level maths, but you will find your limit when it will try to ask you to mentally answer double digit number multiplications.
- 7) Trigonometry graphs : plots trig graphs (sin, cos, tan, sec, cosec, cotan) for comparison.

A very useful set of programs, and requiring that you revise your maths!

Disk format. Dos 3.3. Source ASWAP 14 Release Pre '87

AUSOM EDUCATION 9

PHYSICS

This disk holds a collection of programs related to physics. Most of them use hires graphics to demonstrate one law or another. Most of these programs were written in 1982, and originated from Christchurch (New Zealand). Eight programs will give you the opportunity to test or refresh your knowledge in physics :

- 1) Gas pressure demonstration : this program shows by graphs the relationships existing between pressure and number of moles, volume and temperature for gases.
- 2) Superposition of simple harmonic motions : build a square wave, a ramp or a sawtooth wave by superposition of sinusoids.
- 3) Rutherford's atomic model : a tutorial on the atom with a quiz to boot!
- 4) Radioactivity : a tutorial on alpha and beta particles and gamma rays.
- 5) Questions on radioactivity : this test verifies what you understood and remembered from the above tutorial.
- 6) Millikan's experiment : by means of a paddle, adjust the potential to obtain a balance condition and hence calculate the charge of a drop of oil given its mass.
- 7) Projectiles game : pick a trajectory for a projectile to hit a given target. Select the angle and the velocity to make sure you hit on your first try and gain points.
- 8) Landing the lunar module : try to land the Eagle without creating a new crater on the moon!

All these programs/games have a good educational content and will complement theory in an interesting way.

Disk format. Dos 3.3. Source A/SWAP15 Release Pre '87

AUSOM EDUCATION 10

GOLD RUSH

This game originates from the San Mateo County Office of Education. Its educational content is probably limited to recalling a bit of history of the gold rush in California, but it still makes a pleasing game, even if it's not very thrilling.

May 23, 1849. You have arrived in Sacramento to look for *GOLD*. Your aim is to go prospecting for gold and (you would have guessed it) make as much money as possible. At the end of the game, you can then a) get a job cleaning stables, b) go back east, c) buy a share in a local business, d) go east and buy a business, e) live the life of the rich.

The game is mainly text based, with occasional graphics when you dig for gold.

Disk format. Dos 3.3. Source ASWAP 16 Release Pre '87

AUSOM EDUCATION 11

DNA TUTORIAL

This disk is a must if you want to know more about the DNA molecule, the Deoxyribonucleic Acid (and I know that because I went through the tutorial!). In three lessons, the tutorial takes the student through the basics, explains the structure and components of DNA, and shows the process of replication. All in colour hires graphics. The educational content of this tutorial and its pedagogical approach are very good. The learning process is enhanced by questions. The disk holds three Applesoft programs for each lesson, a hires viewer and lots of DNA hires pictures. The disk originates from the San Mateo County Office of Education.

Disk format. Dos 3.3. Source A/SWAP17 Release Pre '87

AUSOM EDUCATION 12

EDUCATION POTPOURI 1

This disk contains programs Hurtle, Supermath, Othello, Pizza, Mastermind, etc. The title of this disk could be misleading : its not all maths! There are nine programs on the disk, although the startup menu presents only eight of which two are the same under a slightly different name.

- 1) Boxes : this program drills the addition and subtraction operations with boxes containing dots, all in lo-res graphics. The student must then complete the operation by giving the correct number and answer. Target audience : Primary school.
- 2) Making change : the object is to learn about the USA currency, i.e. the penny, dime, nickel, quarter and dollar. In a way it drills addition.
- 3) Pizza : the object of this educational game is to teach the concept of coordinates. The player, a pizzeria owner, must give directions to his delivery boy by giving the coordinates of the clients on a grid.
- 4) Hurtle : with much the same purpose as Pizza, the player must find a Hurtle by guessing its coordinates on a grid. The Hurtle turns out to be... you'll find out for yourself!
- 5) Supermath : drills the four basic operations at various levels. Try giving an answer to a three digit number multiplication without your calculator!
- 6) Mastermind : a very good rendition of the famous game. But this one probably is special : if you can believe a REM statement in the program, it was written by Woz himself, on 25/8/77!
- 7) Othello : another great game, with its own strategy.

8) Boxes with count : program 1) with a different name.

9) Ttydrill : drill the four basic operations again, this time without graphics, but with a timer!

Disk format. Dos 3.3. Source ASWAP 18 Release Pre '87

AUSOM EDUCATION 13

LOWER PRIMARY MATHS

Useful maths drill programs for the younger child. Suit Lower Primary.

Nine programs on this disk give the user/player/student the opportunity to exercise his/her skills in maths. There is a menu program to start them all up, but unfortunately, they don't all return to the menu program, and regaining control often means hitting *ctrl-reset*. Apart from this there are no bugs. The programs are :

1) Drill : practice your skills on the four basic operations, at four levels of difficulty, and within a given time.

2) Adrill : as above, but with negative as well as positive numbers.

3) Apple Barrel : help Farmer Jones count the number of apples in his barrel.

4) Apple Array : this program has exactly the same execution as the one above.

5) Fred Fraction : Fred will take you through a hires test on fractions.

6) Xzone : guess where 2 lines cross behind a grid by entering coordinates. The clues are given by colours in the grid squares.

7) Count to 30 : for the younger ones, count the number of objects up to a maximum of 30.

8) Count to? : as above, but the lower and upper limits are user inputs.

9) Stalker : the stalkers are invading planet Hoth. Destroy them by activating your weapons. This is done by solving simple equations. A game for two players with game paddles. (No paddles were available during the review, and a mouse had limited functionality, but the game seems to work OK.)

Most of these games use hires graphics and hires large font text. Very good for use with young players.

Disk format. Dos 3.3. Source ASWAP 19 Release Pre '87

AUSOM EDUCATION 14

COMPUTER USING EDUCATORS DISK

Thirteen isn't always an unlucky number. It certainly isn't in the case of this disk where thirteen programs have excellent educational content.

1) Days menu : learn the days of the week and their sequence. Large hires fonts are used for the younger computer users.

2) Spelling Master word entry : an auxiliary program to enter words in a list for the following program.

3) Spelling Master : spell correctly the words in a list that the computer will give you.

4) Ordering : the primary school child may enter four letters of the alphabet in any order and must reorder them in the right sequence.

5) Quick line graph : draws a one dimensional line graph for an equation or inequality. Displays a 1 for each part of the graph where the equality or inequality is true, a 0 otherwise.

6) Lowest common multiple : find the lowest common multiple of two numbers to get the computer to write on the screen:... *lowest common multiple!!*

7) Easy synonym : give a synonym for the word the computer gives you.

8) Advanced synonym : as above,... but advanced!

9) Rhyme with : for every word the computer presents, find a rhyming word.

10) Past tense : two sentences are given, with a verb in the present tense in the first one. Give the past tense of the verb in the second one.

11) Past and present : as above, but now give either past or present as requested by the computer.

12) Ch-sh sounds : with the help of hires pictures and large font text, learn to spell words such as cherry, shoe, church, shamrock.

13) Alphabagels : the computer thinks of three letter word. You must guess it. Clues will be given by the computer by three words. "Fermi" indicates a letter in the right place, "Pico" indicates a correct letter misplaced, and "Bagels" indicates incorrect letter. This is a letter version of Mastermind.

Disk format. Dos 3.3. Source A/SWAP20 Release Pre '87

AUSOM EDUCATION 20

CHEMISTRY & BIOLOGY

Some programs like DNA and Molecules require the Integer language, which is available on the disk. CIRCULAR DICHROISM did not work. ELEMENTS TABLE : has 4 parts. The elements can be called up by Symbol, Name or Atomic Number. A fun way to revise the Table of Elements.

ENZYME KINETICS has an Undefined Statement Error in line 2.

MOLALITY- is good for determining the molecular weight of substances. The program gives you Drill problems or allows you to solve Lab data for Molecular wt.

THE MOLE—allows you to compute the molecular weight of a compound by adding up the atomic weights of

each element. RADIO didn't work. TEST MAKER allows the teacher to make up a chemistry test. Test taker allows the student to choose the test he/she wants to take, from a given list.

Disk format. Dos 3.3. Source CLC26 Release Pre '87

AUSOM EDUCATION 22

STATISTICS & MATHS 1

This disk has some excellent programs for the student of Statistics and higher Maths. It has programs to find out the Binomial or T & F distributions, Chi Square, Mann-Whitney U test, Gaussian mean and quadrature and so on. Maths students will find computations for Vector Analysis, Quadratic Formulae, Number combinations, parabola plot and heaps of other interesting operations.

Disk format. Dos 3.3. Source CLC61 Release Pre '87

AUSOM EDUCATION 23

STATISTICS & MATHS 2

This disk contains maths and stat programs. Some of these programs are for higher levels. Some, like Long Div, Mult and Division can be accessed only if the Integer language is loaded first.

Disk format. Dos 3.3. Source IAC9 Release Pre '87

AUSOM EDUCATION 24

EDUCATION, UTILITIES & GAMES

A number of useful programs on this disk including a teacher utility, called SPELLING TEST. This program contains a list of spelling words (which can be modified through the program) and which are flashed onto the screen, and the pupil is then asked to spell each word. The program adds the number of words spelt correctly. PRODUCTION OF LIGHT is a computer demo of how photons are produced. RUTHER—is another simulation of Thomas Rutherford's experiment about shooting positively charged particles at a thin gold leaf. Other disk utility programs on this disk are :

DAN'S SWITCH—which is a cataloguing program, which should have been the boot program for this disk; TOM'S DISK MODIFIER—Which is somewhat reminiscent of the old CopyII Plus Text Editor.

There are also some games: Simon; Gambler; Ship, Captain, Crew ; H-Dice

Disk format. Dos 3.3 Source IAC16 Release Pre '87

Whilst all of the disks were released prior to 1987, many of them have some good content. Parents and keen students could find them a valuable addition to their education software library.



Special Offer for a short time only

Design Studio™

by Letraset

Special price: **\$350**

available to AUSOM members only

Send Cheque, Money Order, Credit Card Number to:

The Secretary,
AUSOM Inc.,
P.O. Box 49,
Burwood, Vic, 3125

or package will be available at the September Meeting.

Design Studio Owners!

*How to Upgrade to
Version 2*

Anyone who has purchased Design Studio 1.1 in the last three months will receive a free upgrade to Version 2 if they:

- Write to:

Attention: Melinda Dunn
Letraset,
PO Box 129,
Brookvale NSW 2100

- Enclose your Version 1.1 Program Disk

- Enclose proof of date of purchase

As a normal precaution against the loss of your disk in the mail you should make a back-up of it before mailing.

Notice to AUSOM members:

December Meeting

The **December** meeting of AUSOM will now be held on **Saturday, December 7th.**

This is the "usual date" (i.e. the first Saturday in the month).

Previously we were forced to advertise the December meeting as occurring on November 30th due to unavailability of the normal meeting venue, however the other organisation has now cancelled.

Note that the **AUSOM Auction** will still be held on **Saturday, November 30th.**

— The Secretary,
Alex McKenna

Apple II GS Public Domain September 1991

Listen And Learn with HyperStudio Run Time

HyperStudio is the key to this month's releases from Japanese listen and learn to magnets and reading lessons for the young (spoken by the young). What a fantastic and versatile programme it is. Support your GS and Roger Wagner and BUY the programme. Look at the range this month and be amazed. They all come with runtime on the disks—you can watch and listen but not create your own

stacks; but you can be just as creative if you bought the programme and designed the stacks yourself. It is so simple. So go to it.

I have introduced a HyperStudio Grab Bag series this month as there are a number on non-related stacks that can fit onto one disk. I intend to include the HyperStudio run time module on each disk (and will only mention if the module is NOT on the disk) so that you can run the disk from your Desktop by double clicking on the programme icon.

New Members

I have been telling new members to buy the Newsletter disk to see all the news about the PD library since 1988, and the Catalog disk to see all the files on all the disks in a Data Base.

I see that some new members are having difficulty with the fact that the files on the Newsletter disk are in AppleWorks 3 format, and moreover, shrunk with ShrinkIt

To make reading the files easier for new users, I shall be working on changing all the files to text and unshrunk, and shall let everyone know when that job is completed. Of necessity, that will require more than one disk, so I will speak to the Committee about a special arrangement for those disks.

List of Disks

With this month's disks we hit 295 disks in the GS library

- Edu 12—For the younger set (includes HyperStudio run time) I Can Read 2, Reach For The Smile, Numbers
- Edu 13—Intermediate level (includes HyperStudio run time) Chem Ref Data Base, Map Colouring Practice, Fractal 1 Sierpinski, Fractal 2 Mandelbrot, Magnets
- Games 55—BackgammonNDA, BlackJack Tutor, Coin Flip NDA, Cribbage, Rubiks Cube, Solitaire Cards NDA, WordSearch GS, WordSearch Text (includes HyperStudio run time)
- HoverBlade Demo A demonstration of a non commercial game available from the programmers direct, plus Boulder Demo of an incomplete game
- HSR.GB01—HyperStudio run time and stacks—History of Music, Clip



Art Plus, Clip Art, PC Transporter, Capital Quiz

- HSR.GB02—HyperStudio run time and stacks—Calendar and Phone Dialler, Rolodex, American Sign Language
- Japanese—Learn by listening to and reading conversational Japanese—2 disk set for \$13 (includes HyperStudio run time)
- Net 02—73 files of jokes, rumours, vaporware, Black Adder, and news off the Net from May to July of this year (approx.).

In Detail

EDU 12

Basically aimed at the younger set, these stacks will help reading, number and recognition skills. Two have made extensive use of children's voices to assist. I have set the disk up to run from the Finder using HyperStudio runtime on the disk.

I Can Read (Part 2)

I am trying to obtain the first disk in this series (it is quite independent of this disk. The Stack writer says "Basically, my purpose is the same as the first stack in this series, I CAN READ PART ONE. I wrote this stack with the help of my wife and my daughter. It is her voice you hear on the sound files. She is learning how to read and this stack was designed for her. Hopefully, you may find a use for it also. The directions are both verbal and written. Click the mouse icon to start the stack and use the arrows to move forward or backward one card. Each sentence, when clicked, will be read out loud—Joel E. Helton"

Reach For The Smile Game

This is a great game to help with learning to recognise objects with

their names and the spelling of same. When you play "Reach for the Smile," you will be shown a screen with forty pictures total, and below each picture is printed a word—the picture's name. To choose a word, simply click the mouse anywhere on its picture.

You will first be asked to choose a word that begins with the letter 'U'. Look for a word that begins with this letter, and click on its picture.

After you've chosen the first word, the object of the game is to jump around from word to word until you reach the word 'Smile', at the lower-right corner of the game grid. The only rule is that every word you choose must start with the last letter of the last word you chose. So you can jump from "USA" to "airplane", but you can not, for example, jump from "USA" to "toothpaste". At the bottom of the screen you will see the alphabet; the letter of the last word you chose will be underlined for your convenience.

Numbers Stack

This stack is intended primarily for pre-schoolers.

Using it is simple. Sit a child with you in front of the GS and help choose a number—the computer will use a child's voice to say the number, show a number of objects (butterflies etc.) equal to the number, and require the child to click on the matching black number.

EDU 13

For the intermediate and above, this collection deals with chemistry, magnets, mathematics and fractals and cartography.

Chemistry Reference Data Base

A simple to operate database using the periodic tables to search the ele-

ments, and a Lanthinides and actinides database, half reactions table and Constants. Excellent.

Colouring Maps

This stack was created to provide students with an opportunity to not only come up with an answer to the age-old mapmakers' theorem, but also to explore some of the painting tools included with HyperStudio. For this reason, the menu bars are left showing on those pages where the student is expected to experiment with actual map colouring. The maps included in this stack were scanned from existing line art using a Quickie hand-held scanner and the idea for the stack comes from "Thinking With Ink" In Problem-solving Strategies (software program) available from Minnesota Educational Computing Corporation, 3490 Lexington Avenue North, St. Paul, MN 55126 and the NCTM Student Math Notes.

Fractals—Sierpinski Gasket Stack

A particular fractal which results in an infinitely large set of colourful isosceles triangles. You are taken through the theory and preparation of this fractal in simple and concise terms. Mathematical theory extremely well presented and explained with the Orca Pascal programme to run it.

Fractals—The Mandelbrot Set

"The Mandelbrot Set is the most complex object in

mathematics, its admirers like to say.

An eternity

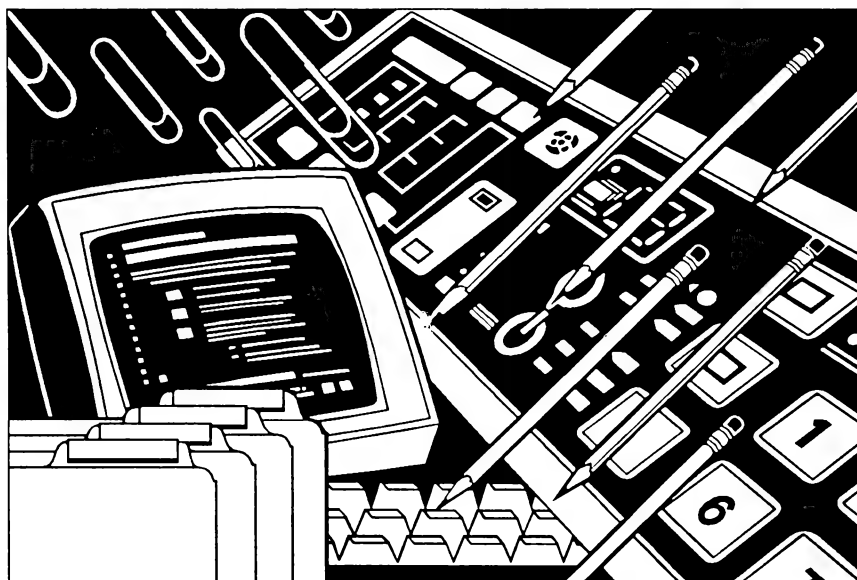
would not be enough time to see it all..."

James Gleick, Chaos, p221.

The set itself can be fully described by a few lines of computer code. A simple equation defines it so harmlessly. And yet the set is so complex that, as Gleick mentions above, an accurate account of its appearance would take an infinitely long time to formulate.

Benoit Mandelbrot was a mathematician who believed, in a nutshell, that simple things could lead to complicated things. He worked for IBM, and he spent much of his time investigating the work of the French mathematicians Gaston Julia and Pierre Fatou. His objective was to find an algorithm for a set of points which could "catalogue" the subsets discovered by Gaston Julia. The "Julia Sets," as they were known, took on all kinds of interesting shapes. Some looked like clouds, others like seahorses, and others like snowflakes.

This stack explains simply the history, theory and mathematics behind the



Mandelbrot set and displays a Fractal with flashing boxes for close-ups of close up of close ups. The fractal was produced on one of the PD programmes.

Magnets Lesson Stack

A short stack on magnetism and magnets

GAMES 55

This disk uses runtime HyperStudio on the disk to work. It is extremely good value in that it contains both working games and 3 New Desk Accessory games, with instructions on how to install NDA's generally or use Desktop Utilities (see August Newsletter) to run the NDA's. It also includes About to print out all instructions.

Backgammon NDA by Bill Tudor Version 1.00

SHAREWARE! Send \$10 to 1220 Gerling Street, Schenectady, NY 12308 Tel. (518) 370-3976

Backgammon is an Apple IIGS New Desk Accessory (NDA) that works in either 320 or 640 mode for 1 or 2 players

Player 1 is the dark coloured pieces and moves starting from the upper left portion of the table clockwise. Player 1 moves the light coloured chips and starts from the lower left portion of the table moving counter-clockwise.

To play, follow the instructions under the 'New Game' button. To roll the dice, just click on one of them (they act like buttons). To move pieces around, grab them by clicking on them and holding down the mouse button, then drag them to the new spot. If you attempt to make an invalid move, the computer will move the piece back to where it came from. That's all.

An attempt was made to make the game's colours look nice in both display modes, however, since the program is an NDA, it cannot set the colour pallet (actually it can) so you are stuck with the host applications colours. In 640 mode, you may see a colour change if you manually position the scroll bars on the window.

Blackjack Tutor Version 2.0

Freeware by Dave Tribby, 1529 Fantail Ct., Sunnyvale, CA 94087

Going to a casino soon? Then you need this tutor. On the disk is all About blackjack. You can use Blackjack Tutor to simply play the game of blackjack, or you can take advantage of its configuration screens to establish a playing strategy and test that

strategy by using the following playing modes:

Automatic: Apple plays both dealer and player. Let it go for several hundred hands and see if the strategy makes money. Plot a graph to see your balance.

Check: You are the player, but the program beeps when a move does not match the established strategy, tells you what you should have done, and lets you reconsider.

Playing mode: this pop-up menu sets the mode to Normal, Check, or Automatic (as described above); also reshuffles the cards. **Change Bet Amount:** uses a dialog to get a new amount. (Betting starts at \$5.) **Draw graph:** opens the Graph window described below. **Deal:** (not active in Automatic mode) deals a new hand.

Coin Flip

is a little NDA for those moments of indecisiveness. To use Coin Flip, just select it from the Apple menu and click the 'Flip Coin' button, a coin flipping animation will be displayed and a random Heads/Tails result given.

Buckware? What is BuckWare? Ok, this is kind of like shareware, only there's no way anybody in their right mind is going to pay \$5-\$10 for this thing, if you do use it regularly to make up your mind, just send a buck to this address: Nate Trost, 809 Cumberland Court, Naperville, IL, 60565

Cribbage

A full implementation on the GS of this great game. Instructions in game.

Desktop Utilities V3.0

Information. (By Allan Kilmore and Tony Morton) **About—**Displays information about Desktop Utilities V3.0 (from now Dutils).

Add DA—Allows you to add a Desk Accessory(s) (NDA or CDA) to the system.

Remove DA—Allows you to remove a DA(s) (NDA or CDA) from the system.

Virtual DA Options—Allows you to install a list of virtual DAs, virtual DAs appear as normal DAs, but take up no memory when they are not in use, when you select a virtual DA, you will be prompted for the appropriate disk with the DA on it. **Instant DA Options—**Instant DAs allows you to have keyboard equivalents for your DAs. You can have to key equivalents (usually upper and lower case) and a search string, when you hit option-open apple-key (where key is the one chosen to by the DA keyboard equivalent)

Add Init—Allows you to add an init to the system (Note—very dangerous at this point in time, test first to see if adding a certain init will crash the system before doing it on a regular basis).

Add Font—(Only available when font manager is active) Allows you to add a font to the list of system fonts (Note—Fonts installed are lost when font manager is shutdown.)

Wide Menus—Special menus that appear in the top right hand corner of the screen, display up to three columns of items and scroll sideways instead of up and down.

Screen Saver—Simple screen saver, can be made to blank in GS/OS or ProDOS8 only (useful if you have things such as twilight CDEV which doesn't blank in ProDOS8)

Clock—allows you to put a clock on the upper right hand corner of the graphics and/or text screen.

Rubiks Cube

Lets you easily and colourfully master the old cube. Instructions and options in the game. See this one.

Solitaire NDA by Bill Tudor Version 1.02

Solitaire is \$10 SHAREWARE!—see details under BackGammon

To play the game, just run any IIGS application that "follows the rules" and select "Solitaire" from under the Apple menu. You will be presented with a 'table' upon which to play. Select the 'New' button to start playing a new game. New can always be used to abort the current game and begin a new one. When starting a new game, the computer deals out the cards in standard Solitaire formation, i.e., seven cards across the bottom of the screen, with a variable number of 'down' cards under some of the cards drawn. The number of down cards increases by one with each successive pile as you move from left to right.

To play, just drag the cards around the screen with the mouse. A card may be added to a given pile if it is 1 less in value AND a different colour suite than the last 'up' card present on the pile. Only kings may be moved to a blank location. Aces should be placed in the upper left corner of the table. Once an ace is present, cards may be added to the ace pile in increasing order as long as they are the SAME suite as the initial ace.

To get a new card from the deck, use the 'Deal' button. The card will be placed in the upper right corner of the table. You may drag this card to any other valid location on the table. There may be up to 2 up cards under

the new card dealt that may also be used after dragging the first dealt card away. You can go through the deck as many times as you like until there are no cards left.

The object of the game is to pile ALL the cards up in the aces area. When this is accomplished, a winner is announced.

The current game may be aborted by hitting the 'New' button. If the NDA is closed, the next time it is opened it will appear in the same configuration that it was in last, thus you can play for a while, go back to 'work' in the application, then come back and pick up right where you left off. You can even go to a completely new application and the game will be there waiting for you (as long as it is not purged from memory).

WordSearch GS

WordSearch GS allows you to create your very own Word Search games where the words you seek are hidden in a grid of random letters. Either by using the supplied Word Lists or by creating your own with the Editor included. You have the option of

Left to Right Only: If this item is checked then the generated puzzles will have all of its words spelled from left to right and only horizontally.

Horizontal Only: If this item is checked then the puzzles words may also be spelled backwards.

Horz... and Vert...: If this item is checked then the puzzle will have words in all directions except for diagonally.

All Directions: If this item is checked then the puzzle will have words in any direction and spelled in any direction.

Overlapping: If this item is checked then the puzzle may contain overlapping words, such as ... the word MEMORY can contain the word ROM spelled backwards.

There is more on disk—you need a printer ready.

WordSearch Text

Similar to the above, but on the text screen and very fast—create your own puzzles on the fly without editing data. Printer must be on and ready to run.

HoverBlade Demo

A demonstration of a non commercial game available from the programmers direct (details on disk), plus Boulder a demo of an incomplete game, which may be completed if there is enough interest. Both look very good, and HoverBlade seems to be well programmed—you fly a hover

craft and shoot and avoid objects on the way. The view is from behind the craft you are flying.

HYPERSTUDIO GRAB BAG 01

This disk has the latest home stack to operate from.

History of Music

This stack was designed to be but a small part of a larger complex of musical education stacks. The main stack would branch off to other stacks on subjects like musical instruments and the orchestra, musical genres and performances, musical notation and nomenclature and this stack on musical history.

Each period card of this stack could branch off into others dealing with major composers, genres and works of each period, as well as branching to summaries of developments in instruments, instrumentation, the orchestra, performance styles, even advances in recording music.

This stack itself is just a kind of first draft. Composers and historical events could be added to the chronologies (which are embedded in the stack) and fuller summaries of period traits (which are found as text files on disk) could be developed.

Clip Art Plus Stack

This consists of cards of hundreds of colourful small items, some of great detail than can be cut out or used as buttons in any GSOS paint, page layout or Hyper package. You can type in Open Apple F (for find) and let Hyperstudio do the work for you to match your requested clip art. This is a must stack for any Hyper package, page layout or Paint programme owner. Clip art includes:-

1. package, 5.25" disk, 3.5" disk, 8 ball, dice, car, toolbox, font, RAM card, Apple, yikes, file cabinet, telephone, alarm clock, motherboard, video camera, palette, paintbrush, Font Doctor
2. RAM card, keyboard, 3.5" disks, olympics, Russia, frog, spreadsheet, dominos, car, playing cards, Ace, Jack, DeluxePaint II, Draw Plus, tools, alphabet, typewriter, Apple, fatbits, magnifier, AppleWorks GS, book
3. Print Shop GS, Copy II Plus, playing cards, Ace, 10, backgammon, music, keyboard, piano, submarine, rocking horse, golfball, AppleWorks, Thexder, Music Studio
4. graduation cap, death, heart, joker, Kermit the frog, key, letters, mail, envelope, female, girl, microphone, Teenage Mutant Ninja Turtles, TMNT,

Raphael, Donatello, Michaelangelo, Leonardo, money bag, mouse

5. Bartman, Bart Simpson, bat, Bill the Cat, 1st place, blue ribbon, book, Opus, penguin, paramedium, bug, insect, fox, alligator, gopher, faces, Hobbes, cat, home people (10), telephone, question mark, chip, integrated circuit, Shakespeare, Snoopy, sun, tape drive, Tweety, bird, faces

6. Batman, battery, bug, Bullwinkle moose, Calvin, Hobbes, boy, cat, conehead, policeman, cop, 3.5" disk, document, earth, fist, camera, bugs, button

7. book, checkered flag, Daffy duck, computer, clipboard, tape, 3.5" disk, file server, Macintosh, galaxy, Godzilla, field, Bill the Cat, Bart Simpson, graph

8. Hobbes, ladybug, letter, lightning, mailbox, male, champagne glass, on, off, Oscar the Grouch, palette, panda, 3.5" disk, plug, RAM card

9. lightbulb, skull and crossbones, pirate, keys, mail, Macintosh, hypermedia, scrapbook, rolodex, sheep, rocket, shuttle, space, camera, Tasmanian devil, field, videotape

10. bug, knight, bomb, magnifying glass, close box, disk, tools, Doctor Who, compass, knife, fork, Star Trek, Enterprise, eraser, truck, film, Foghorn Leghorn, chicken, folders, Macintosh

11. ABC, alphabet, ants, bugs, Bart Simpson, bat signal, boot, Bugs Bunny, button, chicken, Homer Simpson, hourglass, LaserWriter, lips, memo, Mickey Mouse, rocket

12. movie projector, question mark, punctuation, rain cloud, space ship, key, gun, moon, mouse, music, no smoking, no trash, desert island, graph, overhead projector, pen, Porky Pig

13. rolodex, scissors, Snoopy, soccer ball, Speedy Gonzalez, stop, field, tree, USA, United States, America, fingers, Yosemite Sam

14. bicycle, telephone, clock, cup, directors chair, documents, dog, elephant, parrot, falcon, camera, folders, fly, truck, frog, phonograph, hammer, foo

15. letter, ambulance, Apple, camera, tape, CD ROM, kiss, Macintosh, mail, medicine, note, music

16. weasel, yin yang, computers, medicine, prescription, question mark, QuickDraw, sight and sound, star, superdisk, Sylvester Cat, telephone, toolbox, traffic light

17. computer, lock, no, paint, paper clip, telephone, ResEdit, left arrow, home, right arrow, plane, clipboard

18. weasel, lock, about, Apple, right arrow, left arrow, sunglasses, from clipboard, home, lightbulb

19. hamburger, word processor, pirate, magician, page layout, palette, strong man, radio, communications, paint, music, shell, Apple, RIP, race car, file
 20. cabinet, knight, chess, RAM card, parrot, machine gun, playing cards, shield, whale, Apple IIGS, hard drive, Zany Golf, AppleWorks GS, PaintWorks Gold, Orca
- Plus more.

Clip Art

Similar to Clip Art Plus but without the text and search facility. You can add any different ones from this stack to the Clip Art Plus stack, add text and allow searches for that cut out you want for your own stack or programme.

Applied Engineering PC Transporter Stack

A short information stack about the history cost and installation of this great product that puts a fully functional IBM clone in your GS.

Capital Quiz

OK for students of the USA, test your skills and learn as well. Instructions and details on disk.

HYPERSTUDIO GRAB BAG 02

The second collection.

Calendar and Phone Dialler Stack (from Roger Wagner)

This stack uses the Date XCMD to jump to today's date (provided your control panel is set to US mo/da/yr (not our da/mo/yr). Roger says "This stack was created in about two hours to demonstrate the overall principle of a calendar/phone stack, using the "FIND" and "DIAL" Xcmds. More time could be spent enhancing the graphic design and other functions of this stack".

To find a specific date, you can either:

- Press Apple-F to open a dialog box. Then enter the month/day you want to search for, as in: 3/15.
- Choose "Find", from the Move menu, and then enter the month/day you want to search for, as in: 3/15.
- Click on the button on the first card that says "Find a Date", and likewise enter the month/day you want to find.

If the date appears more than once in your stack, pressing shift-apple-F will continue to the next occurrence.

To move back to the beginning of the Calendar book, press apple-1.

Phone Dialer Options:

Hyper-Calendar also uses Eric Mueller's "Dialer" command, which will dial a Hayes-compatible modem connected to the modem port of the GS. With this, you can highlight a phone number, and then click on the phone icon to dial that number. Then pick up the handset on the phone to talk the other person via voice. You can also click on the "hang-up" icon to hang up via the modem (the handset must also be back on the hook).

The phone number to dial must be in the form suitable for dialing by your modem. For example, it might be: 1-213-555-1212,,,,11

Where the four commas are used for a delay before entering an "account code."

To quickly select an entire phone number on the screen, just double-click on it with the mouse.

Currently, the phone button uses the following script to dial a number:

```
<dial>
```

```
Dial +T +f
```

```
• change the "T" to a "P",
  above, if you need pulse
  dialing.
```

```
<end>
```

Note: The above text IS the script for the phone icon button, and you can change this as necessary.

Rolodex Stack

A simple to use name and address storage stack

American Sign Language

A stack that shows you how to make those hands of your speak out—quite fascinating.

JAPANESE 2 DISK LANGUAGE SET (\$13)

Konichiwa! Spoken, written and contextual lessons in Japanese in HyperStudio run time (included on the disk). Going to Japan? Want to impress them in the Restaurant? Want to keep up with any children learning Japanese? Then all you need is this set of disks and your GS. Listen and learn. Simple everyday phrases spoken out loud written in English and usage explained. A great idea—how about some other languages from AUSOM members? Sayonara.

NET 02

73 text files of jokes, rumours, vaporware, Black Adder, and news off the Net from May to July of this year (approx.).

Steve Buttery

Retirees & Others' SIG: 1st. Meeting.

The meeting will be at *Balwyn library meeting room* (Use the main entrance) on Wednesday, September 11 starting at 10.30 AM. There is 1/2 hour entry for set-up of computers only, from 9.30 to 10.00 AM. *Note*, no entry is possible from 10 am to 10:30 am. Entry is then possible 10:30 am to noon for everyone, when the SIG finishes

Demonstrations on a Macintosh plus and an Apple II+. Tea, Coffee and biscuits free. Try Talbot Ave (on one side of the library) for parking.



Help Wanted!

Dear Nick,

Perhaps someone can help me!

The school at which I am currently working has been given six Medflys to work alongside our Apple IIes. Ha, ha! But seriously we would like to use the Medflys to develop better keyboard skills while allowing IIes to be used for word processing, desktop publishing etc. We have tried "PAWS" from Jacaranda and were delighted with the inbuilt motivation through graphics etc. Alas, the Medflys would not respond to the SHIFT key in this program so the value of the program disappeared.

Can any member help us with a program which will work on the Medfly or some adaption we can make to enable us to use our existing software? Note: I am a total novice at this game so highly involved processes may be rather difficult.

Yours faithfully,

Peter Naughton

Phone: (03) 783 5240



Members' Ads

Members' Ads Submission Conditions

Commencing with this issue, the following conditions will apply to advertisements submitted for the Members' Ads page—

- All goods advertised must be used (not new)
- All software advertised must be original copies
- Advertisements of up to 5 lines (as printed on this page) will be published for no charge to AUSOM members
- Advertisements of more than 5 lines will be charged at the rate of \$1 per printed line (including the first 5 lines).
- Payment should be enclosed with the advertisement
- Please submit advertisements to:
Ivan Nagy
2 Bataba Street
Moorabbin VIC 3189
- Preference will be given to advertisements supplied on disk
- AUSOM makes no warranty about goods advertised on this page

For Sale

Copy II+ v8.4 original with manual. Includes both 5.25" & 3.5" disks. \$40. MusicStudio v2.0 for the GS, original with manuals (still in box) \$40. Rocket Ranger. Original \$40. Ring Nick Pyers. 593—1223, or see me at the meeting

For Sale or Swap. Nibble magazines. 1985, 5 issues, mixed, 1986, 7 issues, mixed, 1988, 5 issues, mixed, 1990, 2 issues, mixed. Will swap the issues I have for the missing ones or for others. Will consider any offers. Fred Vonarx. 772—3457

Original Apple // Software.

Copy II Plus v8.4 with manual and both 5.25" disk and 3.5" disk. \$30.00
AutoWorks (Macros and mail merge for AppleWorks v2 and earlier). \$10.00
Music Studio v2.0 (GS version)..... \$30.00

Contact James Mitchell on (03) 592-6385 after 4:00pm.

MAC SE30; 2Mb Ram 40Mb HD

MS Works/RSG/Hypercard
Carry Case. 18 months old \$2950
Ring John Tait A.H. 841 9174

STUDIO/32 Software

Suit Mac Colour System p.o.a.
Ring David Turk 534 5436

AppleWorks V3.0

Original Disks & Reference Manual
+ Patcher (3.5") upgrade to GS \$200
Ring 866 2431

16 RAM CARD (genuine Apple)

TRANSWARP II 7 Mhz p.o.a.
Ring (A.H.) 359 4756

ORIGINAL APPLE GAMES

Donkey Kong; Star Gate;
Dazzle Draw. p.o.a.
Ring 772 3457

HYPERCARD for IGS

Must have 1.5 Mb or HD \$100
Ring Roger 736 2030

MAC SE

2.5Mb RAM; 40 Mb int. HD
2 x 800K floppies \$2200
Ring Phil Ryan B.H. 319 3431

SE 30 2/40 Standard

Keyboard, Mouse, Carrycase.
C/w MS.Works, RSG, Hypercard
18 months old mont condition \$2750
Ring John Tait A.H. 841 9174

MAC SE 20Mb HD Twin Floppy;

2.5Mb RAM; Std.Keyboard; Mouse
Manuals, Software w/Doc. \$1950
Ring Ian Paterson B.H.(059) 86 2155
A.H.(059) 89 6005

IIGS; RAM 2.5Mb

External 5.25" & 3.5" Drive
RGB Monitor, Mouse, Hypercard
ImageWriter II (colour)
Manuals & Software \$2,500
Ring Sue Dickinson A.H. (050) 302136
Fax (050) 302946

Wanted

APPLE II REFERENCES

'Beneath Apple DOS'
'Beneath Apple ProDos'
Ring Geoff 571 1247

Brief Case Light Box

Ring Steve Craddock 807 6616

FOR SALE

T. I. OMNILASER 2106

- PostScript
- 2 Meg Memory
- Parallel and 2 Serial Ports
- AppleTalk
- 5 Printer Emulations
- New OPC Kit & Toner

\$3,895

Phone: Robyn—(03) 873 2005



Computational Chronicles

ITEMS FROM THE PROFESSIONAL USERS GROUP

PUG activities are for those who use Apple computers in their work environment.

What to Know About Hardware Upgrades

by Jim Heid, Macworld International

Buying into the Mac world is like boarding a moving train. You stand alongside the tracks, waiting until the right model comes along, then you time your leap and hold on as money flutters from your pockets. Whew — you made it. But where are you heading? Is a new model going to pass as you settle into your seat? If this train can't take you to your destination, will you be able to transfer to one that can?

Every Mac owner has faced worries like these at one time or another - most likely last year, when Apple released four new Macs while discontinuing another four. And Apple's System 7.0 software further complicates matters. Will your upgrade be compatible with all of System 7.0's features? Should you get a new Mac instead?

There are no easy answers, but one thing is certain: an old Mac may not be the fanciest train on the tracks, but it can still take many people where they want to go. More to the point, you can upgrade an old Mac to give it most, if not all, of the features in Apple's current offerings. And if you have one of the newest Macs, hardware upgrades can make a good thing even better. This month, I examine the most common upgrade options available for old and new Macs, to help you map out an upgrade path that makes the most of your Mac and your money.

Upgrade Options

Before devising an upgrade strategy, it helps to know what your options are. Hardware upgrades fall into two broad categories (which often overlap): ones that make your Mac faster and ones that add new features. The most common include the following:

- *Memory* More memory helps programs run faster and enables MultiFinder to run more of them at once. More memory also lets you create larger documents with programs that keep entire documents in memory instead of swapping between memory and disk.
- *Hard drives* With its vast storage capacity and swiftness, a hard drive is the most important upgrade you can buy. With one, your Mac will start programs and open documents far more quickly, and you'll be able to keep all your files in one place instead of swapping and waiting for slow floppy disks. External hard drives start at under \$600.
- *Accelerator boards and CPU upgrades* These silicon brain transplants replace the Mac's central processing unit (CPU) with a faster, flashier one.
- *Logic board upgrades* Having an Apple dealer replace your machine's logic board can only step you up into a model that comes in the same basic case—you can upgrade a 128K and a 512K Mac to a Plus; an SE to an SE/30; a IIfx to a IICI and a II and a IIfx to a IIfx. Logic board upgrades generally cost more than accel-

erators but have one significant advantage: a *ROM upgrade*.

- *Video boards* A video board's circuitry works with a display monitor to create the Mac's screen image.

- *Coprocessors* These specialised microprocessors work along with the Mac's CPU, lightening its load.

- *Sound-recording hardware* The Mac LC and IIsi contain sound recording circuitry that, with the appropriate software, lets you "attach" recorded comments to documents and send voice-mail messages to other macs on a network.

- *Cache memory boards* These special-purpose memory boards boost the Mac II's overall performance by 15 to 30 percent by storing the most recently used instructions and data in a small amount of high-speed memory that can be accessed faster than main memory.

What Works for Your Mac?

Some Macs are less receptive to upgrades than others. The Classic, Plus and earlier machines are especially resist-

ant—with no expansion slots for plug-in boards, such as video, accelerator and high-speed networking boards.

The IICx, IICi, IIsi and LC contained soldered rather than socketed CU chips. This has hampered the accelerator board market for these machines.

The accelerator-and-soldered-CPU issue aside, upgrading a Mac is generally straightforward, since most models provide at least one slot.

Upgrade or New Machine

Buying the right upgrade requires pinpointing your Mac's weaknesses. Do the programs take too long to start, or documents too long to open? You may need a faster hard drive. Once a program starts, does it run sluggishly? Which operations are sluggish? Do calculations take too long? A math coprocessor or an accelerator or logic board upgrade might be in order. Do true-colour graphics ooze onto the screen? You might need a graphics accelerator. If you answer "all of the above," think about a new, faster machine.

Last, but far from least, it's important to assess your financial options to determine which will cost less: upgrading an existing mac or selling it and buying a new one. Before last October, upgrading an existing machine usually made better financial sense, since the only alternative was a considerably more expensive new machine.

Now that Apple has lowered prices and introduced the more affordable Classic, LC and IIsi, the decision isn't as easy. Given the cost of hardware upgrades—and the compatibility and reliability risks that sometimes surround them—a new machine may be a smarter buy. And even if a new machine costs slightly more, the extra features it provides may be worth the cost.

There is another plus to buying a new machine: in doing so you get a blank slate that is ready to accept the upgrade options that will be developed for it. That knowledge will be comforting when the next convoy of new trains starts out of Apple Station.

August Meeting



At the large August meeting, Stuart Rechter, PostScript product support specialist for Seligson & Clare Australia, which is a division of Aldus limited, talked about font management.

Stuart's talk was comprehensive and detailed, covering the full range of font issues. He also donated an Agfa CD-ROM disk typeface to the AUSOM public domain library. This disk contains all of Agfa's PostScript typefaces. Though the PostScript typefaces are unavailable, the disk contains QuickDraw fonts (bit-mapped fonts) for all the PostScript typefaces on the CD-ROM.

This allows AUSOM users to preview the typefaces on the Macintosh screen, or lay up documents using these typefaces and then send them to a bureau for printing.

After Stuart's talk, the second part of the PUG session broke into four discussion groups. The topics were: desktop publishing, word processing, graphics, and spreadsheets and databases. Though the discussion groups didn't have much time, several good suggestions came out of each and there was a definite commitment to continuing the discussion groups.

September Meeting

September's meeting will start with the four discussion groups. These will run from 3:05 PM till 3:35 PM. This shorter time is because of the preceding Apple presentation and the two following presentations.

Each discussion group will cover a specific area of Macintosh use. The areas are:

- word processing;
- desk-top publishing;
- graphics and presentations;
- spreadsheets and data-bases.

The aim of the discussion groups is to allow participants to explore their areas of interest more fully at PUG

meetings. Exactly what occurs within each discussion group is up to the participants (AUSOM is a democratic organisation). We envisage that a group's time could be divided into a question and discussion session, and a demonstration by a participant of a useful trick, technique or product. PUG committee members will lead the groups, which will initially be located in the four corners of lecture theatre 2.

After the discussion groups, Maria Nordstrom of QMS Australia will demonstrate one of the QMS thermal colour Postscript printers. Colour printers are extremely effective for presentation work, and

other high-quality documentation. The cost of this technology is dropping every year, bringing these printers into the price range of more companies.

The last presenter of the day will be Bill Ramsay of B & H (Aust) Pty. Ltd.. He will demonstrate a colour overhead projection panel that can be linked to the video output of a colour Macintosh or MS-DOS computer. These opaque panels sit on top of a normal overhead projector, allowing a presenter or trainer to display a Macintosh screen to a lecture theatre of people. The PUG regularly uses a black and white overhead projection panel in its sessions.

Creating Graphics for Those Who Can't Draw Workshop

September's workshop is for those who want to create marvellous graphics but can't draw. The workshop will focus on the manipulation of clip art, scanned images and simple shapes into interesting and original graphics. Details about the workshop are as follows:

Date: Saturday, 14th September, 1991

Time: 1:00 pm to 4:00 pm

Place: Heidelberg School Support Centre, Cnr. Waterdale and Dougharty Rds, West Heidelberg.

Participants: Limited to 15

The workshop will cover tricks and techniques you can use to create interesting and original graphics and artwork with a minimum of hands-on drawing capability. The limit becomes your imagination, not your talent for drawing.

The afternoon will follow the now standard format of a short introductory lecture followed by a hands-on session, which will be at least two hours long. We supply the drinks and biscuits. This venue has Macintosh computers that participants can use, or you can bring your own computer.

Because of the general nature of the workshop, it will not focus on a specific graphics application. Instead, it will cover techniques that can be applied to almost all graphics applications on any computer. Participants using Macintoshes at the centre will work with SuperPaint 2.0, which is a good general-purpose graphics application at a reasonable price.

There will be several leaders at the workshop, all well experienced at using the Macintosh for graphics work. They are drawn from the ranks of PUG participants.

Enrolment Form - Macintosh Half-Day Workshop - Graphics

Name: _____	You can choose to bring a Macintosh or use one of the Macs at the venue.
Address: _____	Not bringing a Mac (fee \$30.00) ____
_____	Bringing a Mac (fee \$20.00) ____
Phone: _____	Cheques payable to 'AUSOM'
Postcode: _____	

Please send enrolment forms and payment to Pam Doughty, 5 Raynes Street, Balwyn, 3103

Echuca Regional Computing Workshop

The PUG Committee is now organising the Melbourne end of the Echuca Regional Computing Workshop on November 16-17th.. Ken has passed his comprehensive agenda onto the PUG Committee, who will now turn it into reality. Pat Murray has an article elsewhere in this issue listing a comprehensive range of motels available for accommodation in Echuca.

Echuca is a busy place with lots to do; all completely unrelated to computers. Because it is busy though, if we want to get a group booking at a motel, we have to act quickly; so take Pat's advice, decide and book.

Those who book and pay the workshop fee before September 17 will be part of a group booking. Those who book afterwards will need to make their own accommodation arrangements, though we can advise on the most suitable motels.

The aim of the workshop is to provide a structure for

discussion and hands-on work with computers, rather than lots of speakers and demonstrations. Each session leader will be one of the workshop participants. He or she will have been asked in advance to prepare a structure for the session. This flexibility helps keep the workshop low-key and costs down.

The workshop will start at noon on Saturday, occupy Saturday afternoon, and run through Sunday morning till mid-afternoon, including a BBQ lunch for Sunday. There will also be a dinner on Saturday night. Other possible activities include a trip to Moana in NSW to play the pokies on Saturday night, a ride on a paddle steamer on Sunday morning or a round of golf early on Sunday. We don't want the weekend to be all computers.

The topics to be covered in the sessions are:

- communications and networking;

- system developments;
- graphics;
- word processing;
- integrated applications;
- page layout and desktop publishing;
- issues in regional computing.

The venue, the local secondary school, has a network of Macintosh Classics (1 MB RAM and no hard drive) with a few printers attached, including one laser printer. Participants can either use one of the computers at the venue, perhaps bringing their own external hard drives, or bring their own computers.

The cost of the workshop is \$20.00 per participant. This doesn't include accommodation or the dinner on Saturday night, but does include food and soft drinks for Sunday's BBQ.

So send in your form to participate in one of the year's best weekends.

Booking Form - Echuca Regional Computing Workshop—Nov 16th, 17th.

Name: _____

Address: _____

Phone: _____ Postcode: _____

Accommodation **required**: ☐

Self-catered: ☐

Number of persons: _____

Number of nights: _____

Type & number of units: _____

Arrival

Friday ☐

Saturday ☐

Sunday ☐

Depart

Saturday ☐

Sunday ☐

Monday ☐

Can you provide others transport?

No ☐

1 other ☐

2 others ☐

Twin: _____

Double: _____

Family: _____

Twin share: _____

Accommodation **not** required: ☐

Do you want to attend Saturday night dinner?

Yes ☐

If so, for how many: _____

And the BBQ Sunday lunch?

Yes ☐

If so, for how many: _____

Are you interested in activities for partners?

Yes ☐

Or for children ☐

Do you want to use one of the Mac Classics available?

Yes ☐

Would you like to assist in leading a session?

Yes ☐

Can you assist with the organisation?

Yes ☐

Cheques payable to 'AUSOM'. Please send booking forms and fee to Pam Doughty, 5 Raynes Street, Balwyn, 3103 by September 17th for inclusion in the group booking for accommodation.

For the latest news ...



Tony Fraser

**Marketing Director for Apple Australia
will be our very special guest speaker on
Saturday, September 7, 1991
at 2 PM.**

**The meeting will be held in Lecture Theatre 1
Members, visitors and friends very welcome**

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Electronic Designer's Club

—High quality clip art!

A few years ago a revolution in computerised art occurred with the development of Adobe Illustrator™. Prior to the introduction of this program most Mac art was produced using MacPaint™. Images produced with MacPaint are not easily scalable, and do not reproduce particularly well on laser printers or phototypesetters.

Adobe Illustrator produces Encapsulated PostScript (EPS) images, which include a bitmapped screen image (for use by page-layout programs) and a PostScript definition of the same image which is processed by the laser printer or phototypesetter. The PostScript definition can be scaled smoothly to any size, and levels of grey inside the picture can be reproduced at the printer's resolution, not the screen resolution.

For a few years now I have been building up a collection of EPS clip-art images—both for private use and for incorporating in AUSOM News—so I am always on the lookout for more images.

Enter Dynamic Graphics

At the recent Users Group conference in Sydney our Vice President (Hayden May) struck a deal with Dynamic Graphics Pty Ltd in NSW which has resulted in us having access to two CD-ROMs of clip-art plus a monthly subscription to their Electronic Clipper™ service.

Dynamic Graphics offers both Electronic Designer's Club® and Electronic Clipper™ which arrive as a batch of floppy disks each month. Then, at the end of the year for a small additional cost you can purchase the whole year's



Designer's Club images on a CD-ROM, which is a lot less unwieldy than about a hundred floppy disks.

Each CD-ROM contains over 500 images, and are accompanied by both a printed visual index, and an electronic index called "Image Quest" which allows you to locate images by keyword (e.g. man, woman, Christmas etc.).

Clip art quality

The quality of the clip art is very good, most of it looks like it was drawn using ink and paper by professional artists and then scanned in and converted by Adobe Illustrator or Adobe Streamline™.

The package includes suggestions about how to incorporate the artwork into advertising or magazine layouts, which is very helpful.

Most of the artwork is EPS images although some (particularly the Electronic Clipper) is TIFF images.

Most of this month's issue's graphics are taken from the Designer's Club CD-ROMs, so a quick skim through this issue will show the general style and quality of the images. The image on this page is a TIFF image from one of the Electronic Clipper disks.

Pricing

Dynamic Graphics have a policy of charging the US retail price converted into Australian dollars at the current exchange rate, relying upon their wholesaler's margin to stay in business rather than adding on an "importing" margin which appears to be popular with some other local distributors.

Their current prices (in Australian dollars) are:

	Designers Club	Electronic Clipper
Monthly	\$69.50	\$98.50
Annual	\$738.00	\$998.00

Dynamic Graphics are also offering AUSOM members a discount of 15% off the above prices for the next six months.

Dynamic Graphics Pty Ltd can be contacted at 17 Anzac Avenue, Collaroy, NSW 2097.

*Phone (02) 971 4677,
or (008) 22 5319.*



Short Catalogue of Apple IIGS Public Domain Disks as at September 1991

Name Of Disk	RefDate	Description
ADDRESS.NOTE.WRITE	0990.1	Address database for 700 records in 50 groups + Notebook word process. & WriteIt2
ANIMATE 1-3	1190.2	3 disks of animation display-just look or use in HyperStudio—Catalog (also 0889.7)
ANIMATE 4	0291.2	All new animations including Bart Simpson and the family (cat)
ANIMATION 5	APR91	Larry's Theatre—lengthy animation and story
ANIMATE 06	JUL91	projector with actors and scripts, plus multi juggle
ANIMATE 07	AUG91	SAP the freeware animation programme
ASTRONOMY 1	0490.2	Night sky from anywhere anytime,LunarLanderGame & 200K space facts
ASTRONOMY 2	0690.5	A comprehensive data base for users of telescopes to assist in observations
ASTRONOMY 3	0291.2	A much improved Night Sky From Anywhere—self booting (see 0490.2)
AWGS1 Templates.....	1090.2	AppleWorks GS Templates and ideas—57 varieties of Data Bases,Spread Sheets etc(cat)
AW1 PatchFormMacro	0590.1	Patches to fix Appleworks 3.0, forms to use in AWorks, Macros for AW with Ultra(cat)
AW2 Forms Utes & Mac	0890.2	Changefiles,ReadFiles (ADP AWP),Screen Macro, and Forms and Templates (cat)
AW3 MACROS	0990.2	ChequeWorks, Effective Writing, GrammarWorks,FootnotingWorks,The Szabo Macros
AW.04	APR91	Appleworks Immigrant educational role play and Programmes and Utilities and Ultra Macros
BULLWINKLE demo	1090.2	Scrolling stereo Demo that Out Nucleuses Nucleus
CATALOG IIGSPD NEW	0291.3	All new catalog of all disks showing all files see Newsletter for more detail
CDA1	0888.1	Classic Desk Accessories For Control Panel.
CLIPART.AWGS & HS 1	0590.2	200(app) col & B&W A-H converted Print Shop graphics for AworksGS/Hyperstudio(cat)
CLIPART.AWGS & HS 2	0590.2	200(app) col & B&W H-W converted Print Shop graphics for AppleWorksGS/HStudio(cat)
CLIPART 3	0690.6	Sharp black and white art (mainly from the Mac). Looks great when printed (cat)
CLIPART 4	MAR91	For all GSOS programmes + Pic Librarian to catalog them all—see Newsletter for detail
CLIPART 5	JUL91	49 black and white dinosaur screens, and 10 colour and black and white space screens with a brand new viewer to look at them
COMMS2.UTES	1290.2	Updated incl AgateTelecom + Various packing & transmission formats(see also p 1089.1)
COMMS3.0191-update	0291.3	SnowTermv2.05,ModemGameDeathHunt,GnCom, Freeterm, TICredial +(1290,0990,0888.1)
COMMS.04	JUN91	The latest version of various modem programmes including your own Bulletin Board System
DB MASTER 5.0	0790.3	The best data base commercial or otherwise-more powerful & flexible than Appleworks
DESK.ACCE2	0889.7	New CDAs & NDAs e.g. ProDosFile,MemBar,Fade,MacCntrlPanel(cat p 0889.7)
DA3.DTOP.ICN	0390.3	Paint,format, color,picture and word process + DA's,icons,CustomGSOS
DESK ACCESSORIES 4	0790.2	SelfBoot-Add/Remove,PaperSave,KeyCap,Imagewriter (NDA & CDA),Mousetrap + more
DESK ACCESSORIES 5	1190.2	A full paint programme,Hewlett Packard printer drivers,Instant Icon,Switch Control ++
DIVERSI	0888.2	Diversi Cache, Key, Copy and Hack—Speed Up GS etc.(previouslyGS4)
DNGN.MSTRdemo	1089.3	Playable demonstration of this remarkable game.
Dream Vision	APR91	A VCR quality dancing routine on the GS—see to believe
EDU 01	1290.4	Geometry, CAD and French Verb Race
EDU 02	MAR91	Music Lessons, All About Whales and RHSII launch
EDU 03	MAR91	A Month In The Life Of NASA set out as calandar in HyperStudio-31 days of news sound & pictures
EDU 04	MAR91	The Anatomy Of a Sonnet—Shakespeare's Sonnet 55—read, listen, analyse and have explained.
Edu.05A & 05B	APR91	Dinosaurs (2 disks \$13)—Plant and meat eaters, locations, maps, detailed info and drawings
Edu.06	APR91	Farm Animals—spelling and sound for the younger set
Edu.07A, 07B & 07C	APR91	(3 disks \$18) Mastery Castle—education adventure—large choice, sound effects etc.
Edu.08-Melodia	APR91	a HyperStudio Stack for Melodic training and listening
EDU 09A & 09B	MAY91	Jefferson Country 2 disks \$13—history, patience & problem solving
EDU 10A & 10B	MAY91	Civil War 2 disks \$13—brings history alive with sound & scans
EDU 11	JUN91	Stellar Formation Simulator, Function Plotter & Graphics Programme
Edu 12	SEP91	For the younger set (includes HyperStudio run time) I Can Read 2,Reach For The Smile, Numbers
Edu 13	SEP91	Intermediate level (includes HyperStudio run time) Chem Ref Data Base, Map Colouring Practice, Fractal 1 Sierpinski, Fractal 2 Mandelbrot, Magnets

FONT 1-17 (17 disks)0590.2 17 disks-575 Fonts in 1433 sizes For Word Processors,HyperStudio etc(index/table F17)
 FONT.UTE2 01910291.3 UPDATED Fontasm plus utes and info to make manipulate & change fonts-cat(see 0490.2)
 GAMES50689.1 Eight games, F1Race,MasterMind,Sub,Life,Bouncelt,Othello etc
 GAMES60689.1 Agincourt 2 player war game,Blackjack,Yahtzee,Brique,Colours
 GAMES91289.1 Tetris type NDA,Backgammon,FastFill Maze,Hacker Test
 GAMES10.POKER0390.1 A video poker card game machine simulation—works beautifully
 GAMES11.CHIPnDIP0390.1 A robots and ladders game in super high res—for young & old
 GAME12.ORBIZONE0390.2 A spectacular visual & aural—with construction set. Asteroids genre
 GAME13CRYSTALdemo0390.1 The best and most addictive GS game—play this and then buy the game
 GAME14.MacRemover0490.2 Your chance to save the Apple // line from extinction-remove a Mac
 GAME15.QUADRONOME0490.2 1 or 2 players (side by side) racquet ball in 3D—addictive
 G16Grakl&CopyKill0490.2 2 games—one to knock off those bird droppings & the other copy pirates
 G17MinesMoria(0391)MAR91 The most detailed PD text adventure D & D game with 30 pages of info. + tips (see 0490.3)
 GAME18Bship.Tess0490.3 Classic G & S Battleship + unusual Tesseract—an adventure in an adventure in an...
 GAME19WormSpBind0490.3 Worm graphic arcade game & SpellBinder using pull down GS menu for text adventure
 GAME20BeastMetaAdv0490.3 Beast-trap monsters with boxes,CastleMetacus txt adv + Original modifiable Adventure
 GAME21Q'burfRushHeli0590.3 PD version of Q*Bert and Frogger with Dropping Woz off a helicopter.Self Booting
 GAME22BkgmConTicHan0590.3 Backgammon, Concentration, Two games of Tic Tac Toe and Towers of Hanoi.Self Boot
 G23PlasmaRomFoll0690.1 Definitive and unusual game of Life,Simon, Romulans,Fill maze,Polygonia& Print Maze
 G24GREAT CARD GAMES0690.3 Addictive 25 Poker,Pyramid & Solitaire,Monte Carlo,Creator + LaunchBox Finder
 GAMES250790.3 One Armed Battle graphics,sounds & voice—unique game plus Mage Maze and Freddy.
 GAMES26 (0391)MAR91 The Struggle for Guadalcanal update V 15.6.0 the definitive and accurate war game.(see 0790.5)
 GAMES270890.2 Flight Simulator, Submarine, Wall Street,Word Search & Eamon
 GAMES280890.4 Tetrotrix, Fourplay, Quadomino NDA, Puzzle 6, Puzzle 8,Paranoia,Daleks
 GAMES290990.4 Great Card Games Part 2—Euchre v 2.3 and Sheeps Head 1.1
 GAMES300990.5 Great Card Games Part 3—CartePrimus with Cribbage,GinRummy,Hearts,Pinochle & Pitch
 GAMES310990.5 Ballistics,DaleksGS,MatheMusic,Numblox, PlasmaLife,& Wheel Of FortuneGS (+ editor)
 GAMES320990.5 Cows,TanksGS & a great graphic & sound moral lesson-Senseless Violence, req. Joystick
 GAMES331090.3 Lode Runner—boot from 3.5 disk only. Many levels.
 GAMES341090.3 The Gate-full game. Great graphics, sound & numerous levels (you can't die or score)
 GAMES351090.3 Senseless Violence 1(frogger but better with babies) Monopoly and Rogue.
 GAMES36 Plunder1190.5 Suitable for younger users although many others will enjoy the colour and great sound
 GAMES37 PIXMIX1290.4 Make your own Jigsaws with some screens tio start you off—a must
 GAMES38 A & B1290.4 The best yet—Bouncing Bluster—sound graphics and construction set
 GAMES391290.6 Graphics Castle Metacus, PowerPlay and Bar Tender For young and old—value
 GAMES401290.6 Lotto, Video Jazz, Brain Teasers, Colors, Dodge, Joystick & Typer
 G41 Mini Prix0291.4 A superb F1 car race from the French—self boot
 G42A & B Cosmocade0291.4 A two disk, two scenario top sound vision and game—a must
 G43 Space Cluster0291.4 Galaxians on the llgs—joystick—a classic updated-self boot
 G44 Space Sharks0291.4 Defender on the llgs—mouse or joystick—great sound and action-self boot.
 G45MAR91 Antetris, Baracade, Bug, Columns and Drop IT.
 Games 46 Star WizardAPR91 French hover ship shoot 'em up
 Games 47 MilestonesAPR91 Animated sound and graphic card game
 GAMES 48APR91 Arkanoid II Cheat & Levels, Mean 18 Courses and Rush Hour
 GAMES 49MAY91 Columns 2.0 new addictive game—could easily be sold commercially.
 GAMES 50MAY91 Blue Helmet—joystick beta version Car race from FTA
 GAMES 51 LodeRunneRJUN91 Lode Runner—up to 150 levels & construction kit
 GAMES 52 Star TrekJUN91 The Classic Game—needs 1.5 meg memory (sorry)
 GAMES 53JUL91 Elevators, Memory Cards, GoldenBug and Golem
 GAMES 54JUL91 Hearts and Wisconsin Rummy—professional—self booting
 Games 55SEP91 BackgammonNDA, BlackJack Tutor, Coin Flip NDA, Cribbage, Rubiks Cube, Solitaire Cards NDA, WordSearch GS, WordSearch Text (includes HyperStudio run time)
 GameHelp2DngnMstr0490.2 All you need to see & know to play Dungeon Master—maps,spells,hints
 GAME.HELP30890.4 ArkI BardTale2 DefCrown Wishbring DeJav, Space/PoliceQ LSLarry,Tass,Dream,Hack (see0689.1)
 GENIUS1.UPDATE0990.6 Full disk by Tony Morton-NDA's, education,games, routines(see 1188.1, 0489.1)
 GRAB.BAG10490.3 Latest-FileManager,Canyons,Polygonia,Eyes, CatTxt,Fractals,PrgmShell etc
 GRAB.BAG20890.4 Binscii, CatTxt,VDE,Graph.SpeedRead,NuFxMesgr, OneLine,OnTime,Shrink3.02+more(cat)
 GRAB.BAG30890.5 DeskCol&InitMast CDEV,InitTIF,FindDataKill, MachFS->ProDos, ResourceSpy+more(cat)
 GRAB.BAG40890.7 NEXUS and Utility Works Launcher 1.8 and a new automatic game of Towers of Hanoi
 GRAB.BAG50890.7 RUN Q, Talking Mouse, Leap Frog Multifinder and Lorenz Chaos Theory Graph
 GRAB.BAG61090.3 Dream3200,DragonWar,Animate,Mac Tfer,ScreenFade, SysEx(midi),Fract//e, + more (cat)
 GRAB.BAG71090.4 GS.Exp1-WOW!!! + DeskFileCtrl1.3, LdFnt1.2C, GS.Shrink1.02,NiftyList3.0 etc (cat)
 GRAB.BAG81290.7 Source code for GS EXP, plus many other programmes and NDA's (cat)
 GRAB.BAG90291.4 ShowPic5.4,Twilight,MenuTime,Midi,QuickBoot, PicPrint,TapeBackUp++(cat)
 GRAB.BAG 10MAR91 AdvPDos4,APW(various),Micol Window, Prosel Mix n Match, Track 5.25, ZLaunch ++
 GRAB.BAG 11MAR91 SoundOffCDEV,GreyNDA,MemPrgeNDA,Super Info NDA, AudioZap,MacSndPlay, Pascal code for games & NDA
 Grab Bag 12APR91 Allison,GS Fonts,LongPlay,NotModulae & Spam/Pac/ Idle/Flip/Face/Bunny/MenuFix/ GraphSpeed NDA's
 GRAB BAG 13MAY91 GS Shrink It 1.0.4, AAF, BatRam, CBag2.41, FileMan1.12,MTime3.31,Modem1.2,SCSI1.2,Shell1.2, TriClockv v4, Z3D
 GRAB BAG 14MAY91 GSXEdit V1 text editor,CSource(x12),GSCii+NDA,Il Infnit., ZavtraMacro1.2(x64),TWGScdev, ZLunch.30

GRAB BAG 15	JUN91	GrafSpdNDA,GSVT1.45,HS.TP1,INIT,LongPlay2.0, Tool230.219,SwareExp2,Maxus1&2.z3d,ZipChipFix etc
GRAB BAG 16	JUL91	WP, Eyes, Load, Next, Security & ShowPic5.6 NDA's, plus Texter WP v 1.1, Crypto,Fonts, FontInvert, GS Spy, HP &AWP, 2nd Chance
GRAB BAG 17	AUG91	AWorksPatch.6, VirusRX, TMog, Boot8/16, About1.5, CoPilot etc
GRAPHICS1.ACS89	0490.3	12 different graphics and sound from the Nucleus & Photonix group
GRAPHICS.FRACTAL1	0490.5	9 fractal & animation programmes.A must-create surreal landscapes & patterns+lathe 3D
GRAPHICS.FRACTAL2	0490.6	Slides of what you can do with fractal programmes
Graphics Fractal3	APR91	Yet Another Fractal Programme—the best yet programme, 55 slides and slide show.
GRAPHICS,ICONS,UTES	MAR91	3201 slides,scans,100 icons,FinderView,GifSave ++
GS.TOUR	0689.1	A disk to show you how to mouse around and intro to //gs
HCGS 01A and 01B	JUN91	AnimIcn,Appoint,AutoScript,BGMusic,Calendar,CD's Color,DBase,File,ALetter,Haiku,Horizon,Cheque Invoice,Note,ToDo,Math,Personality,Resource,Save Script,ShowMe,Soundman,StoryBook,VisualEffects
HCGS 02	AUG91	HyperCard Scriptomatic and Tech Notes from Queensland
HOROSCOPE GS	JUL91	self booting, generates Birth horoscopes. Designed to bridge the gap between the vast bulk of astrology books and practical applications.
HoverBlade Demo	SEP91	Demonstration—non commercial game available from the programmers direct, plus Boulder Demo of an incomplete game
HRD.DRV.PR.BUF	0390.5	Vanilla HD FMT,SCSI hack,InitDA On/Off,HD timers,PrintBuff etc(catalog)
HS.ADVENTURE	0490.6	3 disks.Excellent use of HyperStudio graphics & sound in an Adventure game
HS.STACK.01	0490.6	American History, Constitution, Anatomy of Eye.To Do Diary & US Geography.
HS.STACK.02	0590.3	Dailog & Border Flash XCMD & how to use,Magic, Zythophone,Planets,Diary,Addr. Book
HS.STACK.03	0590.3	Large Brainteasers stack plus Geography stack & how to use as atest for 30 students
HS.STACK.04	0590.4	Professional and dramatic stack—USA Presidents,facts,speeches,biography & trivia
HS.STACK.05	0690.4	Learn where common words came from and what they meant + all about the Shuttle.
HS.STACK.06	0690.5	Everything You Wanted To Know About The Finder But Were Afraid To Ask-Tutorial
HS.STACK.07	0790.5	Steve Davidson's definitive disk of the Periodic Tables-hard disk 2 meg version
HS.STACK 07A & 07B	0790.5	Steve Davidson's definitive 2 disk set of the Periodic Tables-for 3.5" disk 1.25 meg.
HS.ART.No2	0390.5	New clip art for Hyperstudio (catalog p 0390.6)
HS.STK.CENT.MAG	0390.6	First & only Public Domain copy of Magazine on disk.Subscribe (catalog)
HS.STK.COM	0390.6	Explains Hyperstudio in a stack (catalog)
HS.STACKS.DEMO	0390.6	Roger Wagners original stack disk (inc. testing of answers stack)(cat)
HS.STK.MORE	0390.6	Stacks—how brain works,optical illusions,solar system etc (catalog)
HS.STK.MORE.2	0390.7	Stacks-chess pieces & moves,Card tricks (that work),birds,cats (cat)
HS.STK.MUG.87	0390.7	Teaching children to read and spell—with sounds (catalog)
HS.SOUND.DEMO	0390.7	26 digitised Roger Wagner original Hyperstudio sounds (catalog)
HS.SYSTEM.Demo	0390.5	This disk that contains cut down HyperStudio to run all other HS disks
HSR.01	0990.7	The first self running HyperStudio disk, graphics + FileManager, DCP, SWCP. Great!
HSR.02	1090.6	Installing desk accessories & fonts HyperStudio tutorial + new GS Hperstudio Fonts
HSR.03	1190.5	See all the Fonts in the Ausom library (17 disks) displayed.Self running from Finder
HSR.04	1190.5	Fact and pictures.3 stacks containing details of 43 US Presidents. Run from Finder
HSR.05A and 05B	1190.5	A tour of Williamsburg USA—two disk set special \$13.This disk boots from the Finder
HSR.06A,06B 7 06C	MAR91	Star Trek the Next Generation Encyclopaedia—3 disk set for \$18.
HSR.07	MAR91	Messerschmitt, Scan & Scroll XCMD's, Clip Art & RHSII
HSR.08A & 08B	APR91	Washington—A Capitol Experience adventure using a map and historic sights (2 disks \$13)
HSR.09	APR91	Sounds Of History listen to and look at the famous, Hot Air Ballon & Letter Construction
HSR.GB01	SEP91	HyperStudio run time and stacks—History of Music, Clip Art Plus, Clip Art, PC Transporter, Capital Quiz
HSR.GB02	SEP91	HyperStudio run time and stacks—Calendar and Phone Dialler, Rolodex, American Sign Language
Hyperbole Sample	APR91	the first computer HyperMedia disk
ICON1	1090.7	Instant Icon NDA + 3 icon editors,plenty of icons,launcher (updated see also 0689.1)
Japanese A & B	SEP91	Learn by listening to and reading conversational Japanese—2 disk set for \$13 (includes HyperStudio run time)
JUMPSTART3.0-ALARM	0790.6	Latest version of this popular launcher with many built in utilities + Alarm CDA
MAC CLIP ART 1 -10	1190.5	10 clip art disks for use in any GSOS and some P8 programmes. Superb quality.
MICKEY MOUSE	0690.3	The most superb Disney full colour artwork for Paint programmes or Tee Shirt prints
MICOL ADV. UTEs	0890.8	Manipulate Files+ Online Vol,Cat,SetPfx,Format,SortCat.-Programme&CDA + BasicDemo
MINI MOVIE	MAY91	Full motion sound and picture of the Dr Who title
MODULA	1190.6	Brilliant.Different objects:filled,changing, rotating on 3 planes (controllable)
MSIC.CNSTd	Music Construction Set Demonstration. =
MSIC.STUdd	Music Studio Demonstration. =
NDA 01	0888.2	New Desk Accessories Under Apple Menu.
NDA 02	AUG91	DTopUte3, TransProg2.2, GSCII+2.1, ShowPic v 6.0, TWcdev, SolitaireNDA, Lithium, DiskWitch, Kick, MusicModify, etc.
NET FILES 1	MAY91	Text files—179—information, discussion, rumour, jokes ETC.
NET FILES 2	SEP91	73 files jokes, rumours, vaporware, Black Adder, and news off the Net—May to July 1991(Approx).
NEWSLETTER	1190.6	Contains all the GS public domain articles shrunk using GS.ShrinkIT (on disk).
NUCLEUS	1189.1	A 3D state of the art sight & sound demo you can vary as it plays
OZ II GS ONE	MAR91	So many utilities CDA's, NDA's etc, you have to read the newsletter—a must.
PAINT1	0689.2	Cheap Paint 1.3; complete painting + 256 colours on screen
PAINT2	1089.4	Cheap Draw; a simple painting programme (catalog at p 1089.4)
PAW1 v 2.01	0890.8	Updated Programmes and utilities from Peter Watson of Ausom (cat)

PHOTONIX 1.460790.6Updated version of the brilliant and fast disk copier from the programmers of Nucleus
PROGRAMMERS C.Orca.+JUL91A shrunk file of 112 originals (about 1.2 meg), including an archive file containing about
60 macros
PSD11088.2Print Shop GS Data Graphics (Disk 1 Of 4).(catalog at p 1088.2)
PSD21088.2Print Shop GS Data Graphics (Disk 2 Of 4).(catalog at p 1088.3)
PSD30689.2Print Shop GS Data Graphics (Disk 3 Of 4).(catalog at p 0689.2A)
PSD40689.2Print Shop GS Data Graphics (Disk 4 Of 4).(catalog at p 0689.2B)
PSD50690.3Print Shop GS Data 157 colour Graphics and 57 Fonts—Disk 5 (cat)
PSD60990.7Print Shop GS Data 73 colour Graphics, 16 Borders and 17 Fonts—Disk 6 (cat)
PSD70990.8Print Shop GS Data 71 colour Graphics, 16 Borders and 16 Fonts—Disk 7 (cat)
SLIDE10888.2Hi Res Slides And Paintings Self Running.(catalog at p 0888.2A)
SLIDE20888.2Hi Res Slides And Paintings Self Running.(catalog at p 0888.2A)
SLIDE30888.2Hi Res Slides And Paintings Self Running.(catalog at p 0888.2A)
SLIDE40888.2Hi Res Slides And Paintings Self Running.(catalog at p 0888.2A)
SLIDE50889.9Latest Hi Res Slides And Paintings Self Running.(cat p 0889.9)
SLIDE60590.4See what G in GS means-magnificent reproduction of the Old Masters on this disk (cat)
SLIDE7 SHK0890.869 packed and shrunk pictures on the one disk. Use ShrinkIt to unpack
SLIDE8 3200 COLOURS1090.7One slide show and two viewers for 3200 colour pictures
SLIDE9 GifConv1190.675 superlative slides plus GifConvert & SHR Convert 2.1(cat)(update see 1090.8)
SLIDE10 VOC1190.6Borrow the Club's Video overlay card & see 400 line pics.Can also be viewed normally
SLIDE11 32011190.625 outstanding new 3200 colour pics with an automatic viewer-boot from 3.5 drive (cat)
SLIDE12.SHK1290.748 new pictures, shrunk with GS ShrinkIT (cat)
SLIDE13.SHK1290.743 new pictures, shrunk with GS ShrinkIT (cat)
SLIDE14.SHK0291.929 new pictures plus 17 Marilyn Monroe with Unshrink (cat)
SLIDE15 3200JUL9133 new 3200 colour pictures
SND.PALMER0689.2Digitised Simply Irresistible and Programmes to play it
SOUND ROCK 10890.914 different songs 6 different Paintwork animations automatically play ~
SOUND ROCK 20890.920 different songs 6 different Paintwork animations automatically play ~
SND.TWO.AM0888.2Digitised music (previously D1) ~
SOUND10689.2Digitised sound and music and Programmes to play them.(catalog at p 0689.2C) ~
SOUND20689.2Digitised sound and music and Programmes to play them.(catalog at p 0689.2C) ~
SOUND30689.2Digitised sound and music and Programmes to play them.(catalog at p 0689.2C) ~
SOUND40689.2Digitised sound and music and Programmes to play them.(catalog at p 0689.2C) ~
SOUND 5—HS SOUNDS0790.680 sound files in ACER format. The first two folders will each expand to 700K. ~
SOUND6.ACE1290.8More sound files in ACER format.(cat) ~
SOUND7.ACE1290.8More sound files in ACER format.(cat) ~
SOUND8.SHK MSTUDIO1290.8101 shrunk Music Studio songs and programme to play them (with GS Shrink.It)(cat) ~
SOUND 09JUL91Acer plus—this disk has some new material with a particular emphasis upon space ~
exploration plus other sounds.
SOUNDSMITHv0.95 PLUS0291.9New version multi-track stereo & background music player jukebox (0890.9,0490.6) ~
SOUNDSMITHdata 1-40590.44 disks of data and sampled sounds for Soundsmith. (catalog) ~
SOUNDSMITHdata 50890.9The latest and best up to 14 track music and instruments for Soundsmith ~
SOUNDSMITHdata 61090.88 new ones including Pachabels Canon and Midnight Express ~
SOUNDSMITHdata 70291.9Smantha Fox song and others (cat) ~
SOUNDSMITHdata 80291.9Cristmas Music-Away, Greensleeve, Hark, Jingle, Joy To, Come Ye, Silent, We Wish You+(cat) ~
SoundsmithData 09APR91Bach BWV.538, BWV.573, BWV 575 & BWV 578, JAPAN—ROKUDAN, HAYA, ROKUDAN &
GODAN, CHINA -MEI.HWA
SOUNDSMITHData 10JUN9111 BEST from data 1 to 9 using HyperStudio RunTime Work on all 1meg plus GS's inc. Rom ~
03.
SOUNDSMITHData 11JUN91No player, Axel FHT, Closer by Rush, I'm All You Need, Limelight, Pink Floyd In Flesh and
Space Harrier
SOUND UTILITIES 01JUL91AudioZap a stand alone "full-featured sound recording, playback, and editing system" ~
plus SynthLab(tm) Wave Creator/Editor
SQUIRT.SHR0889.4Text based launcher & Super High Res Convert 2.1 (catalog p 0889.5)
SPACE ACE DEMOMAR91Short, but spectacular demo of the new game—fast and almost TV quality cartoon.
SPACE HARRIERSdemo0790.7Playable demo—you can't die:By Photonix & Nucleus Programmers—superb sound & graph
STAR TREK0690.3A must for Trekkies—digitised photos plus two databases all about Star Trek
SWORD OF SODAN demo1090.8Unreleased game which uses graphics and animation and characters 2/3rd screen high
SYSTEM.5.040291.9Version 5.04 Of The New Operating System (Disk 1 Of 2).
SYS.5.04.TOOL0291.9Version 5.04 Of The New Operating System (Disk 2 Of 2).
TASK FORCE demo1090.8This game has now been released. Get a feel for it in this demo.
TECHNOTE10489.3Apple technical notes covering all aspects of // series.(cat p 0489.3)
TECHNOTE21089.4New and altered notes covering // series (catalog p 1089.4)
TECHNOTE30590.4Latest notes covering // series from November 1989 to April 1990
TECHNOTE41090.8Latest notes and addendums updated again for October (cat 0890. 9 and 1090.9)
TECHNOTE50291.9Completes all known and missing and new Technotes as at Dec 90 (cat)
UTE10888.1Davex a Prodos Shell, P8CDA, Nifty List etc.(see also 1088.1)
UTE20888.1Hi Res Convert, Beep Change, Startsound, Startpic etc.
UTE4DA Install, MasterNDA, Squirr, Calc.NDA, Icon Editor etc.
UTE50689.2Wordprocessor, Labels, ProDos<-Dos->Pascal, CyberFind, Shrink
UTE6 French Connect1190.6Essential. Choose what to launch as the GSOS thermometer is moving+much more
UWGS.v 0.9C+LAUNCH1190.6A must buy. Updated again-58 new features with utilities.(see 0990.8 & 0889.5)
XMAS DEMO—FTAMAR91Not really for Christmas, this is the Nucleus Modula groups answer to Bullwinkle—brilliant.
WORD PROCESSOR 01JUN91RAT and GSXEdit, plus DataPath, Idol, KeyFind and Install DA/Fonts
ZZ COPY v 2.21MAY91Probably the fastest copying programme with the most features



Boot Repairs,

or, What if your hard disk goes walkabout?

If your SCSI hard drive is anything like mine, holding megabytes of data, there is nothing more traumatic than seeing it go down. Yes, we all keep back-ups, don't we? And, yes, it is relatively straightforward to reformat and restore from the back-ups. What happens, though, when you do a restore and the hard disk refuses to boot up?

The Problem

Recently, I decided to update from system 6.0.2 to 6.0.4 on a Mac Plus. I'm taking a wait-and-see approach to System 7.0 and in the meantime I had a Macromind Director file which would not work properly on anything less than 6.0.4. This, in fact, is the last system version that Apple recommends for the Plus, although later systems seem to work alright. I could have used Apple's Installer program to update, but I took the opportunity to start from scratch, giving me the chance to

clean out all those unwanted and infrequently used DAs, inits, cdevs, fonts and MS Word Temp files which seem to clutter up a system folder after a sizeable stretch of time. Also, I discovered some corrupted program files when I installed the new version of SAM anti-virus. The easiest way to start afresh, I decided, was to reformat (reinitialise) the hard disk, copy System 6.0.4 onto it and then do a restore of the previous data.

For backup and restore I use Fastback II, which does a full restore from floppies. To use Fastback's restore option, it and a system file is copied to a reformatted hard disk. Easy, I thought. Copy System 6.0.4 and Fastback II onto a clean disk then restore the previous contents of the hard disk from the floppies. I should have known things could not be that easy. After the restore was complete, I tried to boot from the hard disk. Disaster! The "Welcome to Macintosh" message was displayed, but this was fol-



lowed almost immediately by the "Sad Mac" icon, telling me something was seriously wrong.

The Solution

Just so you won't, dear reader, die of curiosity, I can tell you now what the problem was and how it was caused. In doing a full restore I had, of course, copied the original system file (6.0.2) back onto the hard disk, so that there were now two copies of the system residing on the hard disk, and, to make matters worse, they were different versions. Having two copies of the system file on a boot disk is a situation which, as most Mac users know, must be carefully handled. On reflection, it was apparent that I should have used the "Choose Restore Files" option in Fastback to exclude the older, 6.0.2 version of the system from the restore, and if I had done this there would have been no problem. This is what I will do next time, but, for the present, my problem remained.

I promptly rebooted from a floppy, waited for the hard disk to mount and examined its contents. The data was intact, but I noticed that the system folder lacked a "blessed" icon. Further examination revealed the second system folder which I had copied to the hard disk and it, too, lacked a "blessed" icon. Clearly this was a case of the hard disk hanging part way through the boot process, caused by the presence of two system files, neither of which had been "blessed". It is quite possible these days to maintain two system files on a boot disk provided one of them is "blessed". The blessing is most often done by means of a nifty little utility called "Blessor" (available from the



AUSOM disk library). As luck would have it, I had no immediate access to this program, so again, my problem remained.

Why not (I hear you ask, gentle reader) just trash the unwanted system file, reboot the hard disk and wait for the remaining system file to do its stuff? Well, believe me, I tried that and it didn't work. Once again, I only got as far as the "Welcome" message before being confronted with the "Sad Mac". Time was pressing and it was at this point that I took the safe way out and did a second reformatting, copied a new system folder onto the disk and did a second full restore—this time minus the old system file. This did the trick and I had my hard disk back on line.

Why is it so?

However, the safe way out didn't really sate my intellectual curiosity and the question remained as to why the second reboot (the one I did after trashing the unwanted system) did not work. Also, why did I get the welcome message, only to have it replaced by the Sad Mac? And again, why was there no "blessed" icon in either system folder? Did this have anything to do with the failed reboot? To answer these questions, I went searching for information about the Mac's boot process. What I discovered is roughly the following.

First, SCSI drivers are read into memory before volumes are mounted and before a start-up disk is chosen. Using its ROM boot code, the Mac always cycles through the SCSI IDs on the bus, locating any SCSI drivers from connected disks and loading them into memory. Second, a start-up disk generally uses the volume boot blocks to initiate a boot but does not actually mount volumes, since this is usually done at a later stage by the Finder. (It is possible for the presence of a volume to be recognised by the system prior to its being mounted.) At boot time only one volume (the start-up volume) is mounted; any others will generally be mounted later by the Finder. Third, it is only after the system boot blocks have been read and verified that the smiling Mac symbol appears. Following on from this, the chosen start-up volume (the one with a system folder) is mounted. Provided the mount was successful, the system file is found and a working directory is created for the System Folder and the directory ID is set to the blessed folder. Then the system file is opened and its data executed, including ROM patches, loading of INITs and running the specified start-up application or (if no start-

up application has been specified) the Finder. Finally, the Finder draws the desktop using the desktop file from the start-up volume, then mounts any other volumes. For Mac II machines, the "Welcome to Macintosh" screen appears after the system file has been found and opened, but for a Mac Plus the welcome message appears prior to the locating of the system file.

These facts about the start-up procedure hold the clue to what was going wrong with my hard disk. I was getting a smiling Mac, so the boot blocks on the chosen start-up disk must have been read successfully. I was also getting the "Welcome" message but this was followed by the "Sad Mac" symbol. Because I was using a Plus, this meant that everything was happening normally until the system file was needed. In the case of my first attempt to reboot from the restore, the Sad Mac probably came from the two system folders on the disk. In the second case, when there was only one system folder, the start-up failed because there was something wrong with the system file—probably that it was not blessed.

One other possibility occurred to me at this point, that the controller in the hard disk had crashed or there was some strange gremlin in the cable, hence the Sad Mac symbol. However, the normal message you would expect in that case is the bad disk dialogue box. The more I think about it, the more likely it seems that the problem came from an unblessed system folder. From what I have been able to find out, when the Finder copies a new System Folder onto a disk which did not previously have such a folder, the new folder becomes the blessed folder automatically. However, something weird seems to happen to the blessing process if there is another system folder on the disk or another System Folder is subsequently added to the disk. The technical explanation (which just barely makes sense to me) is that the System Folder's Directory ID gets screwed up and is not properly recorded in the volume header. You have been warned!

Avoiding the problem

As things turned out, it appears that my decision to reinitialise the hard disk was probably the best thing to do in the circumstances. Whenever there is something wrong with a system file it is good practice to throw away the whole system folder and copy a new one onto the start-up volume; an even safer course is to reinitialise the disk before doing so. The disadvantage

here is that you must do a full restore from backups or you will lose all your data.

If (heaven forbid!) you have no backup of your data, and the start-up procedure seems to have gone troppo, then you will be reluctant to reinitialise your disk, at least until you have backed up. If, after backing up, you still wish to avoid the effort of reinitialising, there is an alternative procedure which you can use. It is not as foolproof as reinitialising, but it catches most disk problems and should not destroy your precious data. The steps you need to follow are these:

1. If your disk is working but seems flakey, use the Find File DA to check that you do not have a second system folder hidden on your start-up disk. If you do, delete it. Make sure that the remaining system folder has been blessed.

2. If the problems remain, turn off the power to the Mac (and hard disk, if external), wait, then turn on again (hard disk first).

3. Find the original Installer/Formatter diskette that came with your hard disk and use it as a start-up disk. Run the Installer program or equivalent, which updates/replaces the driver files on your hard disk. Do NOT use the program to format the hard disk or you will lose all your data.

4. Run the tester program which can be found on most hard disk installer/formatter program diskettes. If the test fails, back up your data files and reinitialise your disk, as this is the only safe way to eliminate the bad sectors which the tester program has discovered.

5. Run Apple's "Disk First Aid" utility. If it reports errors you can have it fix them, but again, the safest way is to back up data files and reinitialise at this point.

6. Hold down the option and command keys at any time when returning to the finder. This will rebuild the desktop file. (It also destroys all the comments you have put in your Get Info boxes, unless you are using System 7.0.)

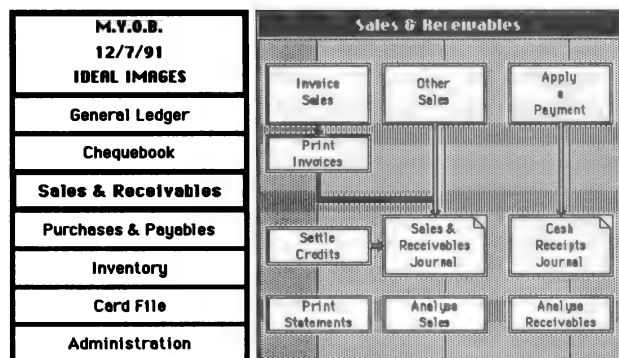
After you have completed these six steps you should have a more solid volume, but this procedure offers no real substitute for the safety of reinitialising. If you are still getting strange behaviour from start-up, save your precious data and reinitialise. In my case, this was the safest path to a happy ending and it probably will be for you as well.



My Accounting? — Mind Your Own Business!

I don't mean to be rude, but this is the name of the accounting package I just bought — 'Mind Your Own Business™' (MYOB™). I am so wrapped in it, I just had to tell someone about it.

you typed in. If it is correct then press 'OK' and the address etc. will be filled in on the invoice automatically. If not, scroll through the names and find the one you want.



I run a small business that publishes and distributes computer software and does general desktop publishing work as well. The end of the month used to be a real head-ache trying to balance the books. I used to keep an accrual double entry system, all on paper (how ancient!).

I saw an ad for MYOB™ and sent away \$10- for a fully functional demo disk. I was pleasantly surprised at how much it could do, as the package retails for \$495-. Accounting packages that handle full Payables and Receivables usually cost thousands (I thought).

Above is a layout of the main screen. One of the best things about this program is the smoothness of the user interface. Just click on an item to select it. For example 'Invoice Sales'. You will be greeted by an invoice entry screen as seen at right. You start off at the customer field. Type in the customer name — not sure how to spell it? — no problems, type it in as closely as possible and after pressing the 'Tab' key, the program will automatically take you to the 'Card File' where it will try to match up a customer from what

This system happens in a lot of field types. If what you type in is not correct, you will automatically be taken to the correct sections to enable you to find the correct item.

You can also save customer credit terms that will also be automatically filled in. Invoice numbers are

kept for you automatically.

You can customise the printed invoices too. As my business is both a product and service business, I can use both an 'Item' invoice and 'Service' invoice which are slightly different.

The user interface is magic

You have the option of keeping an 'Items List', which will keep all the details of your products. So all you need to do is type in the item number and all the details of price etc. are filled in for you.

You can instantly check the amount of money owing to you, who owes it, and the age of the invoice by clicking 'Ana-

lyse Receivables' from the main screen. The same with purchases. 'Analyse Sales' shows you a list of your products and how they have sold during a selected period, or year to date. You can also see this in the form of pie charts.

This is just an example of the information this program can give you. It has a staggering 67 reports to choose from! Each is printable to screen, printer or disk file.

The program is American, however it has been modified to suit the Australian system. 30 days of free phone support is available for registered users. There is also an extended support plan available for an extra charge if you need it.

Setting up was fairly easy. There is a good tutorial to help you do it. You do need to know a bit about double entry accounting though, to use the program. The tutorial explains the basics from the beginning. It even gives you a HyperCard™ stack of explanations of the common accounting terms. If you want to keep things simple, you can use just one section like the cheque account.

You may need your accountant to tell you the best accounts to set up, but once that's done, it is just a matter of

entering in the initial balances and you're away. As I was a bit unsure of things at the beginning, I set up the system using the manual which takes you through it step by step. By the way, there is very extensive on line help, so you don't need to keep reaching for the manuals.

I then saved a copy of the setup and practised with it for a while. I entered all the types of transactions I was likely to encounter and changed the accounts to suit. For example, I wanted to keep track of my petty cash, so I set up a petty cash account and ran it like a cheque account, so that all the entries will be posted to the proper expense accounts.

The 'Chart of Accounts' are fairly straight forward. They include a 'Cost of Sales' account that you can use to help you keep track of how much the goods that you sell actually cost you. Much analysis can be done using these figures. The 'General Ledger', as it is also called, handles budgeting as well. This is very handy.

The main sections of the program are — 'General Ledger' (mainly for changing your accounts or inspecting balances and budgeting), 'Cheque book' (for recording cheques that can also be printed if you have computer printable cheques), 'Sales & Receivables', 'Purchases & Payables', 'Inventory' (if you need it), 'Card File' (to keep client and vendor information), and 'Administration' (for customising MYOB™, viewing a calendar, keeping a 'To Do' list and a 'Job List' if you want to keep track of the expenses for specific jobs). The program can also handle payroll.

You can keep a contact log, so that you will be reminded when to next contact particular clients. It also has the ability to print mailing labels. You can use 26 different 'identifiers' that you can assign to each card in your file — for example 'U' might mean this client wants regular upgrade information. You can select cards to be printed using these identifiers.

Mail merge files can also be created for word processors that can handle the MYOB™ format.

You can start off just using the Cheque system and later expand to Sales and Purchases if you like. The system is very flexible.

Writing cheques is easy. Click 'Hand Written' if you don't want it printed. Then type in all the details. The only real work you need to do is select an account to post to, for example 'advertising' or 'postage'.

The cheque screen below shows my petty cash account, which is not really a cheque account, but by making it one, I can keep track of where my petty cash goes. You can also do this to set up a 'cash draw' system. If you click on the page icon, you are taken to the 'Cash Disbursements Journal' where you can inspect all your transactions. Recurring payments are possible too.

My business runs much more smoothly now that I use MYOB™. I spend less time doing the book keeping and can instantly find out the financial state of my business at any time, and not have to wait until the end of the month. I'm sure that accuracy across the board has increased as well. I

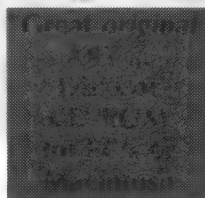
have set up my accounts so that come tax time, the totals will match those asked for in the 'Tax Pack'. As you may have gathered, I am very happy with my purchase. In fact, my company Ideal Images is now a reseller of MYOB™.

A fully functional demo disk is available from :

*Data-Tech Software P/L
PO Box 371 Blackburn VIC 3130
for \$10.*

For a brochure, more information, or to order MYOB™ from Ideal Images for \$435 (save \$60!) please phone (03) 857 6543.





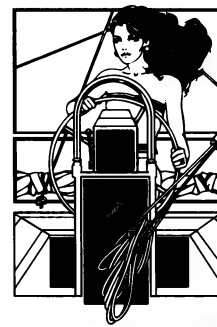
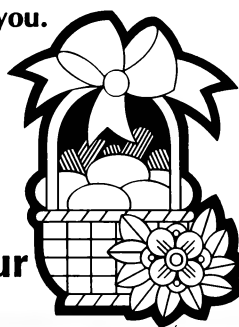
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Selective 'Global' style fixes in Word 4.0

Microsoft WORD® users might sometimes wish to change the character formats of every occurrence of a particular word in a document.

In the October 1990 issue of AUSOM News, Chris Elmore suggested a clever, but rather complex procedure for achieving 'word specific' style changes in MS Word. I'd like to suggest another way which some users may find a little easier.

Let's suppose you want to put all occurrences of a character, word or phrase in your document into Helvetica 14pt bold italic.

This can be done within Word by the following quick procedure;

- 1) Format the first occurrence of the word/phrase.
- 2) Copy the re-formatted word/phrase to the clipboard.
- 3) Return the cursor to the start of the document.
- 4) Select Change from the Utilities menu.
- 5) Select Paste from the Edit menu to place the word into the "Find What:" box.
- 6) Tab to the "Change To:" box and Type ^c (which represents the formatted clipboard contents).
- 7) Click on Change All.

This process will seek out all occurrences of the text you have chosen, and will replace them with the text on the clipboard in the font, size and character formats in which it was copied. The sequence of characters on the clipboard can contain a mixture of fonts (e.g. a Zaph Dingbats star at the start and end) and more than one format among them (e.g. the Dingbats stars could be in 18pt, the first word in bold capital italics, and the rest just in italics).

It is noteworthy that such a procedure is versatile enough to be used, for example, to replace bullet points (•) with Dingbats stars (H), (by executing Option-8 instead of 'Paste' at step 5), or even to replace all occurrences of a word with a distorted graphic of itself

Shortcuts

Using keyboard commands, steps two to seven can be executed as follows:

- 2) Command-C
- 3) Command-Keypad9
- 4) Command-H
- 5) Command-V
- 6) Tab, Shift-6, C
- 7) Command-C

Although this is efficient, not everyone will find it easy to memorise, and in any case it will still not be quick enough for some.

Macro Program

I therefore also offer you the text of a macro I use to totally automate steps two to seven.



The MacroEditor screen shown below is from Automac III, a macro utility which most Word users would have, as Microsoft bundled it with Word 4.0 at no extra charge. Automac can be programmed in real-time or with its own text-editor as shown below.

Other popular macro utilities such as MacroMaker or Quick-Keys can be used to similar effect.



Edit Macro:AutoMac IIIA

NAME	Global Style Change	
KEYS	Command-Option-H	4

Command

c8

Digit992

h4

WindowPause

v9

KeysOff

Tab48

Shift

^22

KeysOff

c8

Command

c8

CutCopyPasteClear

NewOpenSave AsRevert

HelpCheckCancelOK

Macintosh LC

Compatibility with Selected Software

To help ensure that you have an appropriate version of the application program you intend to use, Apple Computer, Inc. has compiled this list from information received from certain software developers. These developers have recommended certain versions of their software for use with the Macintosh LC computer. This is by no means a comprehensive list of programs or versions of programs that are compatible with the Macintosh LC.

Please contact your dealer or the software developer if you have any questions. They can help you identify the newest version of a particular program or tell you how to upgrade your current version if necessary. For best results, it is recommended you use the latest versions of software and hardware products with your Macintosh LC.

Developer and Application Program	Versions	Developer and Application Program	Versions
Abacus Concepts, Inc.		Broderbund	
Statview SE+Graphics	1.0.3	BannerMania	1.0
SuperANOVA for Mac+	1.1	Calculus	1.2
ABC News Interactive		Drawing Table	1.0
Health: AIDS	2.0	DTP Advisor	1.0
In The Holy Land	1.0, 2.0	Geometry	1.2
Martin Luther King, Jr.	1.0, 2.0	Jam Session	1.1.1
The '88 Vote	2.0, 2.1	Printshop	1.3.2
ACIUS, Inc.		Physics	1.2
4th Dimension	2.1	PlayMaker Football	1.1
File Force	1.0	Playroom	1.0, 1.1
Adobe Systems, Inc.		Shufflepuck Cafe	1.0
Adobe Illustrator	3.0	Type	1.0
Adobe Photoshop	1.0 and above	TypeStyler	1.02, 1.5
Adobe Streamline	1.0 and above	Where in Europe is Carmen Sandiego?	1.1
Adobe Type Align	1.0 and above	Where in the USA is Carmen Sandiego?	1.1
Adobe Type Library	All versions	Where in the World is Carmen Sandiego?	1.2
Adobe Type Manager	2.0	Where in Time is Carmen Sandiego?	1.0
Adobe Type Reunion	1.0 and above	CE Software, Inc.	
Font Downloader	1.0 and above	Alarming Events	1.0.1
Font Porter	1.0	Amazing Paint	1.0
TrueForm	2.0 and above	Calendar Maker	3.0.1
Aldus Corporation		DiskTop	4.0
FreeHand	2.02	In/Out	1.0.1
PageMaker	3.02, 3.02CE, 4.0	MockPackage Plus Utilities	
Persuasion	2.0	Quickkeys 2	2.0
Altsys, Inc.		QuickMail	2.2.3
Family Builder	3.2	Vaccine	1.0.1
FONtastic Plus	2.02	Chancery Software	
Fontographer	3.1 and above	Mac School District System	1.0
Metamorphosis	1.5 and above	Mac School Student Information System	3.0
The Art Importer	2.0 and above	Claris Corporation	
Apple Computer, Inc.		Claris CAD	2.0v1
AppleLink	5.1.1	FileMaker Pro	1.0v1
Font/DA Mover	3.8	HyperCard	2.0
MacTerminal	2.3.1	MacDraw II	1.1v2
Articulate Systems, Inc.		MacPaint	2.0
Desktop Mike	1.1	MacProject II	2.1v3
Voice Link	1.1	MacWrite II	1.1v1
Voice Navigator	2.0	SmartForm Assistant	1.1v2
Ashton-Tate		SmartForm Designer	1.1v2
Full Impact	2.0	Dayna Communications, Inc.	
FullWrite	1.5	DOS Mounter	1.2
Authorware, Inc.		Discis Knowledge Research	
AuthorWare Professional	1.5.3, 1.6*	Discis Books (application)	1.01
SoundWave	1.2*	A Long Hard Day On The Ranch	1.02

Developer and Application Program

Versions

Cinderella, The Original Fairy Tale	1.02
Heather Has Her First Home Run	1.02
Moving Gives Me a Stomach Ache	1.02
Muddle Puddle	1.02
Scary Poems For Rotten Kids	1.02
The Paper Bag Princess	1.02
The Tale of Benjamin Bunny	1.02
The Tale of Peter Rabbit	1.02
Thomas' Snowsuit	1.02

Don Johnston Development Equipment

Ke:nx	1.0*
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Farallon Computing

Studio/1	1.0
Studio/8	2.0
Studio/32	1.0
Checknet	1.0.2
Farallon MacRecorder Driver	1.0
Farallon Sound Driver	1.2
Farallon Sound Expansion Init	1.0.1
MacRecorder Sound System	2.0.3*
MediaTracks	1.0.1
NodeHint	1.0.2
RegisterName	9.0
StarCommand	2.2
Timbuktu	3.1.2
Timbuktu/Remote	2.0.1
TrafficWatch	1.0.8

Infomix Software, Inc.

Wingz	1.1a
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Intuit, Inc.

Quicken	1.5
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Leonard Development Group

SmartWorks	1.0
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LetraSet International

DesignStudio	1.01
ImageStudio	1.7
LetraStudio	1.53
Ready,Set,Go!	4.5a

MacroMind, Inc.

Director	2.0.1
Player	2.0.1
MediaMaker	1.0*

Maxis

SimCity Supreme (colour)	1.2c
SimEarth B&W	1.0
SimEarth Colour	1.0c

MECC

NumberMunchers	1.0
WordMunchers	1.0

Microsoft Corporation

Excel	2.2a
File	2.0a
Mail	2.0
Powerpoint	2.01

Developer and Application Program

Versions

QuickBasic	1.00b
Word	4.0a,b,c
Works	2.0d

Oracle

Oracle for 4D	1.1
Oracle for Macintosh	1.2

Scholastic

Algebra Shop	1.0
Hidden Agenda	1.0
Interactive NOVA: Animal Pathfinders	1.0
Math Shop (series)	1.0
Point of View: Civil War & Reconstruction	1.1
Point of View: Overview of Amer. History	1.1
Scholastic A1	1.0
Springboard Publisher II	1.0
Success with Writing	1.0

Silicon Beach Software

Apache Strike	1.1
Beyond Dark Castle	1.1
Dark Castle	1.1
Digital Darkroom	1.1a, 2.0*
Enhanced Scepter	1.1
Personal Press	1.0*
Silicon Press	1.1
Super 3D	2.1bw, 2.1a*
SuperCard	1.5
SuperrPaint	2.0a
World Builder	1.1

Softsync/BLOC

Accountant, Inc Professional	1.05, 2.0
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SuperMac Technology

DiskFit	1.5.1 and above
Network DiskFit	1.5.1 and above
PixelPaint Professional	2.0*
Sentinel	2.2
MORE	3.0
THINK C	4.02
THINK Pascal	3.01
Acta Advantage	1.02 and above
atONCE	1.10
HyperDA	1.2.3
KeyPlan	1.02 and above
PictureBase	1.2.3

T/Maker Company

WriteNow	2.2
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Wings For Learning

Blockers and Finders	1.0
Physics Explorer: Gravity	1.0
Physics Explorer: Harmonic Motion	1.0

Wolfram Research

Mathematics Standard	1.2.2
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Wordperfect Corporation

WordPerfect for the Macintosh	2.0
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*Scheduled to be shipped in the last quarter of 1990

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Compiled October 1990.



Viruses

The following describes the known Mac viruses

The Scores Virus

According to news reports, the Scores virus was written by a disgruntled programmer. It specifically attacks two applications which were under development at his former company. Fortunately, neither of the two applications was ever released to the general public. Scores was first discovered in the Spring of 1988.

Scores is also sometimes known as the "Eric," "Vult," "NASA," and "San Jose Flu" virus.

There is an easy way to see if you have a Scores infection. Open your System folder and check the icons for the Note Pad and Scrapbook files.

They should look like little Macintoshes. If they look instead like blank sheets of paper with turned-down corners, your software may have been infected by Scores.

It is possible to be partially infected by Scores and still have normal Note Pad and Scrapbook icons.

Scores infects your System, Note Pad, and Scrapbook system files. It also creates two invisible files in your System folder named "Scores" and "Desktop". You cannot see invisible files without the aid of ResEdit or some other utility application. Do not confuse Scores's invisible Desktop file with the Finder's invisible Desktop file; they have nothing to do with each other.

The Finder's Desktop file lives at the root level on your disk, outside the System folder, while Scores's Desktop file lives inside the System folder. Also, Scores's Desktop file has an extra space character at the end of its name.

Scores does not infect or modify document files, only applications and system files. Scores gets its name from the invisible "Scores" file that it creates.

Two days after your system becomes infected, Scores begins to spread to each application you run. The infection occurs between two and three minutes after you begin the application. The Finder and DA Handler usually also become infected. For technical reasons, some applications are immune to infection.

Scores does not intentionally try to do any damage other than to spread itself and attack the two specific applications. It does occupy memory and disk space, however, and this can cause problems all by itself. People have reported problems printing and using MacDraw and Excel. There are also several errors in Scores which could cause system crashes or other unexplained behavior. There is a serious conflict between Scores and Apple's System Software release 6.0.4 and later releases. In System 6.0.4, Apple began using some resources with the same type and ID as those used by Scores. When Scores infects the Sys-

tem file, it replaces Apple's versions of these resources with the Scores viral versions of the resources.

The nVIR Virus

According to news reports, the nVIR virus first appeared in Europe in 1987 and in the United States in early 1988. At least one variation of the virus was written. Two basic strains are known they are "nVIR A" and "nVIR B."

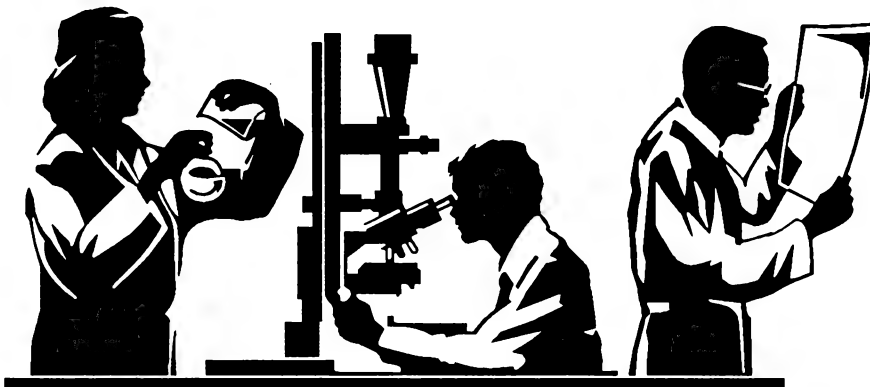
There are reliable reports of an earlier third version of nVIR which was malicious. It destroyed files in the System folder. This earlier version appears to be extinct.

nVIR is simpler than Scores. It infects the System file, but it does not infect the Note Pad or Scrapbook files, and it does not create any invisible files. nVIR begins spreading to other applications immediately, without the two day delay.

Whenever a new application is run, it becomes infected immediately, without the two to three minute delay. As with Scores, some applications are immune to infection, the Finder and DA Handler usually also become infected, and document files are not infected or modified.

At first nVIR A and B only replicate. When the System file is first infected, a counter is initialized to 1000. The counter is decremented by one each time the system is started up and it is decremented by two each time an infected application is run.

When the counter reaches zero, nVIR A will sometimes either say "Don't panic" (if MacinTalk is installed in the System folder) or beep (if MacinTalk is not installed in the System folder). This will happen on system startup with a probability of 1/16. It will also happen, with a probability of 15/128, when an infected application is run. In addition, when an infected application is run, nVIR A may say "Don't panic" twice or beep twice with a probability of 1/256.



When the counter reaches zero, nVIR B will sometimes beep. nVIR B does not call MacinTalk. The beep will happen on a system startup with a probability of 1/8. A single beep will happen when an infected application is run with a probability of 7/32. A double beep will happen when an infected application is run with a probability of 1/64.

It is possible for nVIR A and nVIR B to mate and reproduce, resulting in new viruses combining parts of their parents. Unlike Scores, there is no way to tell that you have an nVIR infection just by looking at your system. You must run a virus detection tool.

One of the viral resources added to infected files by nVIR has the resource type "nVIR," which is how it got its name. As with Scores, nVIR occupies both memory and disk space, and this alone is enough to cause problems.

In addition to the two basic strains of nVIR, many "clones" of nVIR B have appeared. These clones are all identical to nVIR B with the exception of a few very minor technical differences.

The INIT 29 Virus

The virus first appeared in late 1988. No much is known much about its origin. INIT 29 is extremely virulent. It spreads very rapidly. Unlike Scores and nVIR, you do not have to run an application for it to become infected. Also, unlike Scores and nVIR, INIT 29 can and will infect almost any file, including applications, system files, and document files. Document files are infected, but they are not contagious. The virus can only spread via system files and application files.

INIT 29 has one side effect which reveals its presence. If you try to insert a locked floppy disk on a system infected by INIT 29, you will get the following alert:

- The disk "xxxxx" needs minor repairs. Do you want to repair it?

If you see this alert whenever you insert a locked floppy, it is a good indication that your system is infected by INIT 29.

As with Scores and nVIR, INIT 29 does not intentionally try to do any damage other than spread itself. Nevertheless, it can cause problems. In particular, some people have reported problems printing on systems infected with INIT 29. Problems have also been experienced with many system crashes, problems with Multi-Finder, and incompatibilities with several startup documents on systems infected with INIT 29.

One of the viral resources added to infected files by INIT 29 has the resource type "INIT" and the resource ID 29, after which the virus was named.

The ANTI Virus

There are two known strains of the ANTI virus. Both strains were first discovered in France. The ANTI A strain was discovered in February, 1989. The ANTI B strain was discovered in September, 1990.

Unlike most of the other viruses, ANTI does not infect the System file. It only infects applications and other files which resemble applications (e.g., Finder). ANTI does not infect document files. It is less contagious than the INIT 29 virus, but more contagious than the Scores and nVIR viruses. It is possible for an application to become infected even if it is never run.

Due to a technical quirk, ANTI does not spread at all when MultiFinder is used. It only spreads when Finder is used.

There is an error in ANTI which causes it to slightly damage applications in such a way that virus protection tools cannot perfectly repair them. In other words, the application as repaired by a virus protection tool is usually not identical to the uninfected original application. The damage is very minor, however, and in almost all cases it does not cause any problems. If you experience problems with an application which was infected by ANTI and repaired by Disinfectant or a similar virus program, it is recommended that you delete the repaired copy and replace it by an uninfected original copy. This is good advice in any case.

(For the technically inclined, the error in ANTI is that it clears all the resource attributes of the CODE 1 resource.

As with the other viruses, ANTI does not intentionally attempt to do any damage other than spread itself. As with all viruses, however, it can still cause problems.

The string "ANTI" appears within the virus, hence its name.

Even though the B strain of ANTI was not discovered until about 19 months after the A strain, it appears that the B strain was actually written before the A strain. The A strain of the virus contains special code which neutralizes any copies of the B strain which it encounters. It is possible for an application to be infected by both the neutralized version of the B strain and by the A strain. Disinfectant reports that such applications are infected by both strains and repairs them properly.

Other than the special code in the A strain which looks for and neutralizes the B strain, there are only minor technical differences between the two versions of the virus.

The MacMag Virus

The MacMag virus appeared in December, 1987. This virus is also known as the "Drew," "Brandow," "Aldus," and "Peace" virus. It was named after the Montreal offices of MacMag magazine, from where it originated.

Unlike the other viruses, MacMag does not infect applications, only System files. It originated as a HyperCard stack named "New Apple Products." The stack contained some exceptionally poorly digitized pictures of the then new Apple scanner. When the stack was run, the virus spread to the currently active System file. When other floppy disks containing System files were subsequently inserted in a floppy disk drive, the virus spread to the System files on the floppies.

Since applications are not infected by MacMag, it spreads much more slowly than the other viruses (because people share System files much less frequently than they share applications.) Even though the virus originated on a HyperCard stack, it does not spread to other stacks, only to System files.

MacMag was programmed to wait until March 2, 1988, the anniversary of the introduction of the Mac II. The first time the system was started up on March 2, 1988, the virus displayed a message of peace on the screen and then deleted itself from the System file.

Since MacMag was programmed to self-destruct, it is unlikely that your software is infected with this virus.

There were two slightly different versions of MacMag. The differences were very minor and both versions were programmed to behave identically.

The WDEF Virus

The WDEF virus was first discovered in December, 1989 in Belgium and in one of our labs at Northwestern University. Since the initial discovery, it has also been reported at many other locations, and it is now known that it is very widespread. Reports show two strains, which we call "WDEF A" and "WDEF B."

WDEF only infects the invisible "Desktop" files used by the Finder. With a few exceptions, every Macintosh disk (hard drives and floppies) contains one of these files. WDEF does not infect applications, document files,

or other system files. Unlike the other viruses, it is not spread through the sharing of applications, but rather through the sharing and distribution of disks (usually floppy disks.)

WDEF spreads from disk to disk very rapidly. It is not necessary to run an application for the virus to spread.

The WDEF A and WDEF B strains are very similar. The only significant difference is that WDEF B beeps every time it infects a new Desktop file, whereas WDEF A does not beep.

Although the virus does not intentionally try to do any damage, WDEF contains errors which can cause very serious problems. In particular, the virus causes newer Mac models to crash almost immediately after insertion of an infected floppy (the IICI, IIfx, Portable, Classic, LC, and IISI). The virus also causes other Macs to crash much more frequently than usual and it can damage disks. The virus also causes problems with the proper display of font styles. In particular, it often causes problems with the "outline" font style. Many other symptoms have also been reported and it appears that the errors in the virus can cause almost any kind of problem with the proper functioning of your Macintosh.

You can remove a WDEF infection from a disk by rebuilding the Desktop file.

To rebuild the Desktop file on a hard disk, start up using Finder (not MultiFinder), keeping both the Command and Option keys held down throughout the startup process. You should be presented with an alert asking if you really want to rebuild the Desktop file. Click on the OK button.

To rebuild the Desktop file on a floppy disk, hold down the Command and Option keys while inserting the disk into a drive. Click on the OK button in the alert.

It is often easier to get rid of a WDEF infection by simply rebuilding the Desktop file than it is to use a virus protection tool.

Beware, however, that comments you have entered in any file's "Get Info" box will be erased by rebuilding the Desktop file.

Even though AppleShare servers do not use the normal Finder Desktop file, many servers have an unused copy of this file.

If the AppleShare administrator has granted the "make changes" privilege to the root directory on the server, then any infected user of the server can infect the Desktop file on the server. If a server Desktop file becomes infected, performance on the network will be very severely degraded. For this

reason, administrators should never grant the "make changes" privilege on server root directories.

It is also recommended that the Desktop file be deleted if it exists. It does not appear that the virus can spread from an AppleShare server to other Macs on the network, however.

The WDEF virus can spread from a TOPS server to a TOPS client if a published volume's Desktop file is infected and the client mounts the infected volume.

It does not appear, however, that the virus can spread from a TOPS client to a TOPS server.

If you use ResEdit, VirusDetective, or some other tool to search for WDEF resources, do not be alarmed if you find them in files other than the Finder Desktop files.

WDEF resources are a normal part of the Macintosh operating system. Any WDEF resource in a Finder Desktop file, however, is cause for concern.

The ZUC Virus

There are three known strains of the ZUC virus. All of them were discovered in Italy. The virus is named after the reported discoverer of the first strain, Don Ernesto Zucchini. ZUC A was discovered in March 1990, ZUC B in November, 1990, and ZUC C in June, 1991.

ZUC only infects applications. It does not infect system files or document files. Applications do not have to be run to become infected.

ZUC A and B were timed to activate on March 2, 1990 or two weeks after an application becomes infected, whichever is later. Before that date, they only spread from application to application. After that date, approximately 90 seconds after an infected application is run, the cursor begins to behave unusually whenever the mouse button is held down. The cursor moves diagonally across the screen, changing direction and bouncing like a billiard ball whenever it reaches any of the four sides of the screen. The cursor stops moving when the mouse button is released.

ZUC C is very similar to ZUC A and B. The only significant differences are that ZUC C was timed to cause the unusual cursor behavior only during the period between 13 and 26 days after an application becomes infected, but not earlier than August 13, 1990, and ZUC C causes the cursor to begin to behave unusually approximately 67 seconds rather than 90 seconds after an infected application is run.

The behavior of the ZUC virus is similar to that of a desk accessory named "Bouncy." The virus and the

desk accessory are different and they should not be confused. The desk accessory does not spread and it is not a virus. ZUC does spread and it is a virus.

ZUC has two noticeable side effects. On some Macintoshes, the A and B strains can cause the desktop pattern to change. All three strains can also sometimes cause long delays and an unusually large amount of disk activity when infected applications are opened.

ZUC can spread over a network from individual Macintoshes to servers and from servers to individual Macintoshes.

Except for the unusual cursor behavior, ZUC does not attempt to do any damage. ZUC does not change the last modification date when it infects a file.

The MDEF Virus

There are four known strains of the MDEF virus. All of them were discovered in Ithaca, New York. The MDEF A strain was discovered in May, 1990 and is also sometimes called the "Garfield" virus. The MDEF B strain was discovered in August, 1990 and is also sometimes called the "Top Cat" virus. The C and D strains were discovered in October, 1990 and January, 1991, respectively.

Prompt action by computer security personnel and investigators of the New York State Police resulted in identification of the author. The author, a juvenile, was released into the custody of his parents after consultation with the district attorney. The same person was responsible for writing the CDEF virus.

The A, B, and C strains of MDEF infect both applications and the System file. They can also infect document files, other system files, and Finder Desktop files. The Finder and DA Handler also usually become infected. The System file is infected as soon as an infected application is run. Other applications become infected as soon as they are run on an infected system.

The D strain of MDEF only infects applications, not system files or document files. Applications can become infected even if they are never run. An application infected by MDEF D beeps every time it is run. We do not believe that the D strain of MDEF was ever released to the public.

The MDEF viruses do not intentionally attempt to do any damage, yet they can be harmful. They do not display any messages or pictures.

The MDEF A strain has an unfortunate interaction with Vaccine. On Vaccine-protected systems, if an infected application is run, Vaccine properly notifies you of the attack, but it blocks

only part of the attempt by the virus to infect the System file. The virus cannot spread from the System file to applications in this situation, but the System file is damaged and menus no longer work. When you try to pull down a menu, no menu comes down. Menus continue to work only in infected applications. They do not work in the Finder or in uninfected applications. Disinfectant will correctly detect and repair these kinds of damaged System files.

The MDEF B and C strains attempt to bypass some of the popular protection INTTs.

The MDEF C strain contains a serious error which can cause crashes and other problems.

The MDEF D virus can damage some applications in such a way that virus protection tools cannot repair them properly. In this situation, you should immediately delete the damaged file and replace it with a known good copy from an original release disk.

The MDEF viruses are named after the type of resource they use to infect files. MDEF resources are a normal part of the Macintosh system, so you should not become alarmed if you see them with ResEdit or some other tool.

The MDEF, WDEF and CDEF viruses have similar names, but they are completely different and should not be confused with each other.

The Frankie Virus

The Frankie virus is quite rare. It appeared in Europe several years ago.

Frankie only affects some kinds of Macintosh emulators running on Atari computers. We have reports that it was targeted against pirated versions of the Aladin emulator. It does not affect the Spectre emulator.

Frankie does not spread or cause any damage on any of the regular Apple Macintosh computers.

The CDEF Virus

The CDEF virus was first discovered in Ithaca, New York, in August, 1990. The same person who wrote the MDEF virus also wrote the CDEF virus. See the description of the MDEF virus for details.

CDEF is very similar to the WDEF virus. It only infects the invisible "Desktop" files used by the Finder. It does not infect applications, document files, or other system files. It spreads from disk to disk very rapidly.

Although the behavior of the CDEF virus is similar to that of the WDEF virus, it is not a simple clone of WDEF. It is a completely different virus.

The virus does not intentionally try to do any damage. It does not appear to cause as many problems as does the WDEF virus. As with all viruses, however, the CDEF virus is still dangerous.

As with the WDEF virus, you can remove a CDEF infection from a disk by rebuilding the Desktop file. See the section on WDEF for details.

The CDEF virus is named after the type of resource it uses to infect files.

CDEF resources are a normal part of the Macintosh operating system, so you should not become alarmed if you see them with ResEdit or some other tool. Any CDEF resource in a Finder Desktop file, however, is cause for concern.

System 7 notes

You should be aware that System 7 is completely immune to the Desktop File viruses (WDEF and CDEF). These viruses never activate, spread, or cause any damage under System 7. Both hard disk and floppy disks are immune to these viruses under System 7.



Macintosh Enlightenment

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Macintosh Disk Library

AUSOM 91.25

AppleDraw 5.1

Great drawing program packaged as a desk accessory.

BPPanel

BPPanel is a small cdev/init combination that lets you configure the system beep by adding a text message to the standard beep procedure. What you get is a window popping up at beep time with a one-line message, then either a sound or a user-defined pause before it disappears.

Customizing Word

You can make Microsoft Word 4.0 work more efficiently and comfortably by customizing menus and command keys. However, the program's arcane interface and overwhelming number of options make it difficult to know how to start. The enclosed materials serves as a "kit" to help you get started on customizing Word.

File conversion

This application allows the user to convert the creator info on TEXT files. This allows the document icon to launch an application other than the original creator.

Graf 1.2.3

Graf is an X-Y plotting program. It is designed to handle free form TEXT data files using any non numerical character column separators (i.e. tabs, spaces, commas, etc...). Plots may be up to 400 inches long, and may be plotted continuously on an Image-writer.

MacAuditor

Mac Auditor is a program that allows you to scan volumes for Applications, Startup Documents (INIT), Control Panel Devices (CDEV) and Stacks. Its used primarily by auditors to make sure that the employee's machine have only registered software on there machines.

Scroll2 v2.1

Control Panel extension which customizes windows by adding an extra arrow to the scrolling elevator bars.

Star Atlas 0.06b1

This program draws a map of a region of the sky.

Termulator 2.03

Termulator is a terminal emulator that supports: -scripting, vt100 emulation, xmodem, zmodem transfer protocols [but not kermit!].

Understudy 1.0d3

Understudy provides a means to customize the way the System 7.0 Finder opens documents. The Finder (by default) will offer to open a TEXT or PICT document with TeachText, if the application that originally created the document is unavailable. Understudy provides a semi-convenient way to modify this behaviour, without changing the Finder.

AUSOM 91.26

MandelZot3.02

Latest upgrade of this Mandelbrot graphic creation program. Be prepared to be patient but the results are worth the wait. Examples and extensive manual included.

Glypha II 1.0

Glypha II is the Mac II version of this great action game.

AUSOM 91.27

Another TrueType disk

Details will be available at the meeting.

AUSOM 91.28

Fast Floating Point Package

A shareware INIT which replaces the SANE calls in your Macintosh with a faster mathematics library. It performs all calculations in REAL*4 precision

Updates

Disinfectant 2.5.1

BCS Antivirus B

ResEdit 2.1.1

AUSOM 91.12

theTypeBook 2.2

AUSOM 91.28

which results in a nice speed improvement for FORTRAN applications running on an SE or Plus without the floating point co-processor. The Whetstone benchmark improves by a factor of 2.2 on an SE.

FontMonger Demo

Demonstration version of this recently released font conversion package which converts over font types to the TrueType format.

MS Works 2.00e updater

Upgrader for MS Works. Seems to clear up some problems on the LC and SI.

theTypeBook 2.2

Latest version of this utility which aids in the creation and maintenance of a typeface reference book.

UUTool 2.0.3

UUTool is an implementation of the 'uuencode' and 'uudecode' binary to text file utilities for the Macintosh™.

Hyper-65 AUSOM

Dinosaurs

Go back to the prehistoric days! Learn about nine different types of dinosaurs. Great graphics!

S.G.S. Beginning Greek 1.0

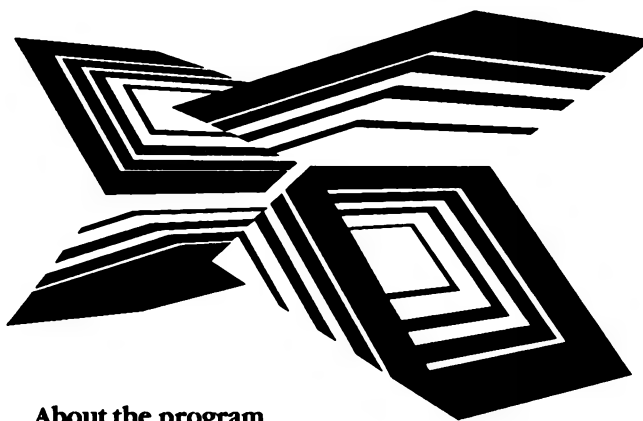
Learn Greek.

See reviews on Graphics and also Images

on the following pages...

Graphics—

what they can do for you
see also reviews by Zelda and Gary



Filename	Diskname	About the program
3DPlotter 0.98	Graphics A	Reads a text file describing points with three coordinates and plots them. Sample document files are included.
Banner 1.0	Graphics A	Prints large banners sideways on the ImageWriter. The ImageWriter driver must be on the same disk. Allows you to tweak the characters before printing. Prints banners up to 8 pages long.
CalendarMaker 2.2.1	Graphics A	CalendarMaker allows you to design and print a calendar using MacPaint pictures as decoration. You can specify the year and other necessary data.
Chaos 1.0	Graphics F	This program graphically illustrates patterns in randomness.
Chaos 1.0	Graphics F	This program graphically illustrates patterns in randomness.
Clock 2.0	Graphics A	The famous "melting numbers" clock now works on all Macintoshes. The clock takes up the whole screen; it has white numbers on a black background.
Credit Card Logos	Graphics B	Three credit-card logos are contained here: American Express, MasterCard, and Visa. These files are in the EPS format. Each image is 9k in size.
Desk Tops 1.5	Graphics D	Desk Tops draws three-dimensional curved designs with a pen pattern, a background pattern, and a fill design of your choosing. The program generates two layers which can be moved with respect to each other, copied, XORed, etc.
Dynamo 1.0 c	Graphics C	This is a demonstration version of a commercial product available from the author. It allows you to draw line images in different frames. Dynamo then plays the frames, interpolating the data in between, creating a very smooth transition between frames.
Echer Draw 1.0b	Graphics F	A graphics program with which you can create repetitive illustrations similar to the popular drawings by M.C. Escher. A library of examples is included.
EPS Files	Graphics B	Eight images in the EPS (Encapsulated Postscript) format: Dino.1 (28k in size), Dino.2 (23k), Gloval (37k), Logo (29k), Minmay (33k), Panda (50k), Rick (24k), and Spit (41k).
FastPaintPrint	Graphics A	FastPaintPrint prints MacPaint pictures very quickly.
FormIt! 1.4L	Graphics D	FormIt! is a program to design and manage forms and certificates. Once a form is designed in an application that supports the PICT file format, you can import the graphic into FormIt, merge the file with a text file, and then print the forms with the merged text.
Fractal Magic 1.1	Graphics F	This is a very fast three-dimensional fractal generator.
GIFConverter 2.2d1	Graphics G	This program allows you to decode GIF (Graphics Interchange Format) files on Macintosh computers. It reads GIF, RLE, Paint, PICT, and ThunderScan images; writes GIF, RLE, Paint, PICT, Scan Image, and PostScript EPSF (with halftones); supports eight-colour mode Quickdraw; can create colour separations; prints in eight colours on the ImageWriter II, and prints real halftones on PostScript printers. You can use the EPSF output of GIFConverter to generate real halftones using your desktop publishing program.

Mac Disk Library Graphics Table (continued)

Filename	Diskname	About the program
Globe	1.0	Graphics C This program displays a rapidly spinning globe. A sample globe file is included, and larger globe sizes are available on-line on Delphi.
Gray Patterns	Graphics A	Bill Atkinson, the author of MacPaint, has developed a set of gray shades that do not form ragged edges when they touch each other. They are installed in the pattern palette of this MacPaint document for ease of use.
JamPaint	Graphics B	This is a simple paint program. You and another Mac user on your AppleTalk network who has the same program to paint the same picture on both Macs' screens.
JoyPaint 1.2	Graphics A	This neat little program displays, inverts, flips MacPaint pictures. It displays the same portion of the picture as MacPaint. An entire page is displayed in the same way as in MacPaint. You can't cut and paste in this program, but you can Save As a new MacPaint document.
MacBillboard 4.0	Graphics A	MacBillboard is intended as a supplement to MacPaint. It gives you the ability to design and print billboards, posters, greeting cards, and T-shirt iron-ons.
MacPaint files	Graphics A	Some of the better MacPaint files in the public domain. Files include Banana Jr., Bill the Cat, Cutter, Milo, Opus, GreyPatts, Illusions 1-3, Many Fish, Patterns 1-2, Pottery, Robot Family, Robots, Set Design, Sneaker, Tardis, and Woodcut.
MacPaint Files	Graphics C	Choice MacPaint pictures in the public domain. Filenames are Mac II Screen, Mac +, Eight Heads, Dewdrop, Puddle, and Spirals.
Magic Lines 5.0	Graphics E	Magic Lines fills your blackened screen with moving white lines that look like curved patterns. You could, presumably, use it as a screen saver.
MandelZot 2.0	Graphics E	Another Mandelbrot-type program which draws pretty pictures on the screen based on mathematical algorithms.
More Chaos!1.0	Graphics F	This is another program which generates seemingly random patterns from a few points.
Moving Finger 2.1	Graphics B	A very interesting program in which you make simple line drawings and then let the program animate them. The program interpolates between the frames that were drawn, so that the animation moves smoothly from one drawing to the next.
Notebook 0.90G	Graphics C	MacPaint-like program.
Optical Illusions	Graphics A	Three MacPaint files of optical illusions.
Paint	Graphics A	Twelve picture in MacPaint format. Files include Pottery, TARDIS, Many Fish, Mac Factory, Set Design, Woodcut, Borders, Patterns 1, Patterns 2, Sneakers, Robot Family, and Robots.
Paint Mover .03	Graphics A	Lets you manipulate up to full-page MacPaint documents—flip, rotate, invert, and enlarge them. Also prints posters up to life size. (You have to piece together the 8 1/2 x 11 parts.) Main drawback is that there's no documentation. Crashes with Switcher.
Paint Show1.6	Graphics F	This program exhibits MacPaint pictures in sequence at the click of the mouse, like a slide show.
PaintShow	Graphics A	PaintShow lets you set up a script of MacPaint files that will appear in order at the click of your mouse. There are several dissolve routines that take you from one screen to the next. This shows only the upper left corner of the MacPaint documents—the part that fits on the screen.
Pattern Librarian	Graphics A	Edits the patterns in your system file or any MacPaint file. Includes a nifty random feature. Also allows you to copy and paste patterns between files.

Mac Disk Library Graphics Table (continued)

Filename	Diskname	About the program
PICTdisplay 1.0	Graphics F	This program will display a PICT file on the Mac's screen with a black background, making the PICT file suitable for being photographed.
PostScript in MacWr	Graphics A	This document contains two fonts that allow you to include actual PostScript code within a MacWrite document. PostScript code can be used to produce special effects on the LaserWriter.
Postscriptions 1B	Graphics C	This program allows you to write text on curves using PostScript. The program will also send the PostScript to the LaserWriter. Several sample files are included.
QuickGIF 1.0	Graphics E	Use to view GIF files. Works on any Mac but does best on a Mac II with colour. The fastest of all GIF programs, this one allows you to modify pictures.
Retouch 1.6.1	Graphics D	An update of the program which works with digitized images. Retouch is a simple program for transforming scanned images and bitmap art, comparable to ImageStudio and Digital Darkroom. It reads and writes TIFF files as well as several other formats, and can blur, sharpen, and transform both black-and-white and 8-bit gray-scale images. However, because it works the same way on all Macintoshes, Retouch does not take advantage of gray scale on a Mac II. All grays are produced using dithering. This version has much faster handling of uncompressed TIFF files and has a fix to a problem reading TIFF files generated by AppleScan.
Ripple1&2	Graphics A	Two programs that draw some animated ripples on the screen.
ScanPaint 1.1	Graphics F	With this program you can look at all the MacPaint pictures in a folder, cycling through each one with a click of the mouse button.
Screen Maker 1.0	Graphics A	Allows you to set a MacPaint document as the startup screen, replacing the familiar "Welcome to Macintosh" screen.
Slide Show	Graphics A	Reads in a text-only file (created with MacWrite, MockWrite, etc.) and displays each of the MacPaint pictures listed in the file. Only the upper left corner of each picture is displayed. You can either click through the slide show or have the program automatically cycle through a routine you specify in a file.
Slideshow II	Graphics G	Use to create a slideshow of MacPaint pictures. You can specify a visual effect to occur when the picture changes.
Spiro 1.0	Graphics F	Reminiscent of the children's toy Spirograph, but uses one moving gear, thus only one trace. Can print design.
SpiroGraft™ 1.1.1b1	Graphics F	This program draws some pretty patterns on the screen based on the parameters that you supply.
StarScape 1.0	Graphics E	Your Mac's screen becomes the window of a space ship moving through a field of stars.
SuperConvert 1.0	Graphics C	Converts graphic files from one format to another. Only three or four formats are available.
ThrowPaint 1.0	Graphics A	ThrowPaint allows you to view MacPaint pictures quickly and conveniently.
.TIF to TIFF	Graphics G	Converts IBM .TIF files into the Macintosh TIFF format.
TiffShow 2.01	Graphics G	A TIFF file viewer which allows retouching of the file's colour or gray-scale curve. The program can read 8-bit gray scale TIFF and 24-bit colour TIFF files. Only one image can be opened at a time.
TiffSniff 3.06b	Graphics G	Displays the file tags in a TIFF file. Useful for determining parameters and attributes associated with the file and for resolving incompatibilities in image formats.

Mac Disk Library Graphics Table (continued)

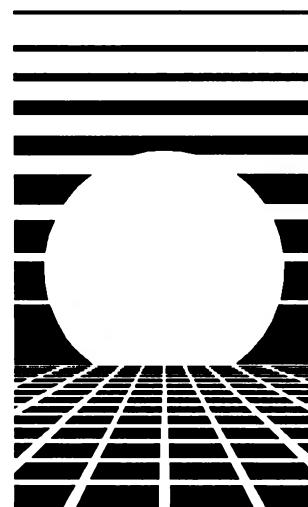
Filename	Diskname	About the program
Trix 3.0	Graphics E	Trix is a random graphics generator which allows you to create new rules for the designs it draws. Sound and a message can accompany the patterns as they move about the screen.
TruchetTiles	Graphics F	Graphic representation rendering complex data meaningful at a glance. Based on A.K. Dewdney's "Computer Recreations" column in the July 1989 issue of Scientific American.
View Paint 1.1	Graphics A	Displays the upper-left portion of MacPaint documents on the whole screen. Useful when creating a startup screen or making a slide show.
Viewer 1.05	Graphics F	Use this program to look at and print files created with either of the commercial programs Glue or SuperGlue.
Vision Lab Demo1.0	Graphics F	A graphics program designed mainly for Mac II (but functional on any Mac with at least one Mb of memory). This is a demo version which you can use to display, manipulate, and convert graphics files of many formats, including GIF, PixelPaint, and PICT. On Pluses and SEs, the program works in black and white; you choose the method for conversion of colour pictures to black and white.
XVT-Draw 1.00	Graphics B	Shareware program comparable to MacDraw.

HyperCard programs

iSpiro!	HyperGraphics02	iSpiro is an interactive HyperCard Stack which is fun for kids of all ages!. Pop-up menus allow easy choice of parameters to create "spirographic" drawings.
ArtWorks 1.4	HyperGraphics04	
Easel	HyperGraphics02	A button to create a paint environment on a new card with tools and palette ready and a set of buttons for storing the graphic files created.
Full-Page Paint	HyperGraphics02	Lets you create full-page images by joining two cards during printing out to form one continuous image.
HC Colour	HyperGraphics03	
HyperCard Animation	HyperGraphics04	
HyperMonkey	HyperGraphics01	Randomly draws paint patterns. Also works in colour via an external command.
HyperMutoscopes	HyperGraphics02	Acme Dot Company stack. Two miniature animations, exact replicas of two historical animation pieces.
MacGallery	HyperGraphics01	Ad for a commercial clip art stack.
MacVermont#2	HyperGraphics01	Ad for a commercial clip art stack.
MotorSport	HyperGraphics03	
Proportion Wheel 2.1	HyperGraphics02	A calculator for scaling art work for publication.
Shipstack	HyperGraphics03	A collection of clip art stacks
Tom's Slide Show 2.1s	HyperGraphics01	Slide show stack for presenting full screen graphics.
Type and Graphic	HyperGraphics01	Preview of a book on Desktop Publishing with descriptions of font styles.
Verbum 1.0	HyperGraphics02	An advertisement stack for the Journal of Personal Computer Aesthetics. Good clip art combined with excellent stack design.



Image processing software from the Macintosh software library



The Macintosh software library has compiled the AUSOM Image series of disks containing software for displaying, manipulating and analysing images as well as software for converting images from one format to another. Many of these programs such as Image 1.40 and NCSAImage are designed for scientific and engineering applications but many also have a wider audience such as GIFConverter and Retouch.

Image 1.40 on disk Image•01 (256 colours needed) is a public domain program for doing digital image processing and analysis. It can acquire, display, edit, enhance, analyse, print, and animate images. Excellent documentation is included and the complete source code in Pascal is available on disk Image•01a. Example images are on disks Image•01b, Image•01c, Image•01d as well as an animated beating heart on Image•01e. Image•01d also includes an explanatory HyperCard stack on Image. Macintosh LC and SE owners should order the disk Image•01f which contains a non-FPU version of the application.

MacMolecule 1.5 on disk Image•02 (256 colours needed) displays atoms and molecules in 3 dimensional space. There are a number of ways to view a Molecule: Ball and Stick, Wire Frame, or Space filling. All three views can be interactively rotated.

The disk Image•03 contains DigiGraf 1.3 (B&W digitising software for tracing graphs and extracting quantitative data), MacMeasure 1.9 (B&W program which makes simple measurements of on-screen images), and Retouch 1.6.1 (B&W or 256 grey scale image processing and graphic conversion program).

NCSAImage 3.0 from the National Centre for Supercomputing Applications at the University of Illinois is on disk Image•04 (256 colours needed) also offers advanced image analysis. Image examples and manuals are on disk Image•04a.

NCSADatascop 2.01 on disk Image•05 creates 256 colour images (two dimensional histograms) from raw data text files. Accompanying manual gives details for formatting the input data. Images can then be analysed in NCSAImage.

NCSAPalette 2.0 on disk Image•06 creates (or edits) colour palettes for use with NCSA images. Contour81 1.2 also on Image•06 creates contour maps from data contained in two dimensional histograms.

NCSALayout 1.2b1 on disk Image•07 is a layout program for NCSA images. Add text and combine images from NCSA programs.

GIFConverter 2.28 on disk Image•08 (B&W or 256 colours) opens and displays GIF (graphic interchange format) files. This program also opens TIFF and PICT files and more importantly does an impressive array of format translations and prints very good dithered images on the Laserwriter or HP Deskwriter. Giffer 1.10b1 and QuickGIF 1.0 on disk Image•08 also both open and display GIF files. (on Mac II's only). A description of the GIF format is also on Image•08.

PixelPusher 0.9.3d1 on disk Image•09 opens 8 bit VICAR/PDS images, but also works well with 32-bit PICT files. VICAR is Jet Propulsion Laboratory's software for analysing images. Some example images are included. A number of CD-ROM's are

now available which contain images in these formats e.g. Voyager Flypass and GRIPS 2 CD-ROM.

ImageCatalog 1.0b3 on disk Image•10 is an excellent image catalogue program supporting both GIF and PICT formats. Creates small colour thumbnail sketches of images. Click on the thumbnail and the original image is displayed. ImageFractal 1.2 on disk Image•10 is a variant of the image analysis software Image (see AUSOM Image•01). Triangulate also on disk Image•10 is a utility for a Mac II computer which takes a text file containing randomly distributed samples of a surface and generates either a triangulated or mesh grid representing the surface in one of a number of popular formats for 3D modelling applications.

CheapColor 1.0.3 on disk Image•11 attempts to print colour images on an Imagewriter with a colour ribbon. Images must be in PICT or PixelPaint format and you need lots of memory. ColorImage 1.27 on disk Image•11 is a variant of the image analysis software Image (see AUSOM Image•01). PICTRipper also on Image•11 is a utility to add text to colour PICT images.

The last disk in the series (Image•12) contains graphing software for creating charts (FzzPlot 7.2, GrafTech and Graf 1.2.3), histograms (Histogram Maker 1.03) and for extracting data from scanned charts (dataThief).



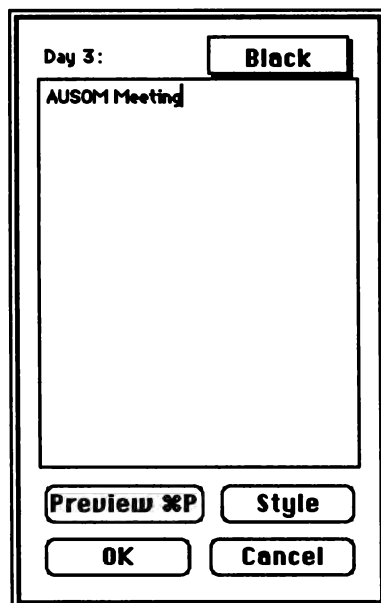
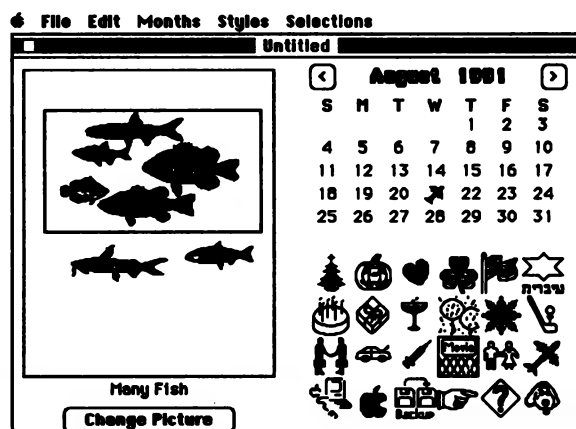
Macintosh Disk Library review

Graphics is the theme for this month, so I have been trying out various packages around this theme. While I found that some programs were either very old or rather disappointing, there were also some real gems, and it is to these that I wish to draw your attention.

CalendarMaker

First, an old favourite, CalendarMaker v2.2.1 (Graphics A) by CE Software would be a very useful addition to your collection of Shareware/Public Domain disks. With Version 3, CalendarMaker went commercial but v.2.2.1 still has a lot to offer. Unfortunately there is no documentation with the program although it is fairly intuitive. To help make up for the lack of documentation, I have included two screen dumps, and I will try to provide some explanation of the program for the benefit of newer members.

After selecting New from the File menu, go to Page Set Up, make sure the Orientation is Tall and choose the type of Calendar you would like to make—options are two months to a page, one month to a page, or a picture and one month to a page. The resulting screen if you choose one month and picture is similar to the first illustration (without the fish swimming across it!)



and with "Select Picture" instead of "Change Picture"). After clicking the "Select Picture" button I imported the graphic, Many Fish. This graphic is too large for the calendar, so the trick is to use the small rectangle (which can be dragged) to choose the part of the graphic you want to use; you do not have to place the graphic, as CalendarMaker automatically places whatever you select in the rectangle. The program starts up with the current month, but you can choose to start on a different month by clicking either of the arrows, while the year can be changed from the Month menu. The small icons under the month can be selected and dragged to a particular day as I have done with the plane on the 21st. The Styles menu allows you to make further choices about fonts, size etc. Finally, you can add notes to the calendar by clicking

on the day, for example, I clicked on August 3, and was then able to write a reminder about the AUSOM meeting (see the next illustration).

Many Fish

The graphic, Many Fish (mentioned above), is the folder called Paint on Graphics A. The Robot Family, another interesting picture also in this folder, would be also suitable for use on the calendar. For those with access to a postscript printer, EPS Files on Graphics B has a superb illustration of a Panda poster; the disk is worth it just for this illustration alone. The Mac software library has a good collection of clip art; these are illustrated in a booklet that you can purchase for \$5, or alternatively you can view the illustrations at their counter on meeting days.

XTV-Draw

XTV-Draw 1.00 (Graphics B) is a very useful drawing program for new users (or for those who do not have the need for a commercial program). While it does not have all the features found in MacDraw and other more sophisticated programs, it does provide the basic drawing tools that you need. The tools are selected from a word menu rather than an icon menu (as in most Mac drawing/paint programs). The available shapes are standard, although a couple of rather unusual ones such as arc and wedge are included. However, the fill patterns are limited compared with commercial programs and only provide shades of grey and six hatching fills. The program only allows you to fill the shapes from the menu and not shapes that you have drawn.

You can group and ungroup parts of the drawing and move these around the screen. An interesting feature is the

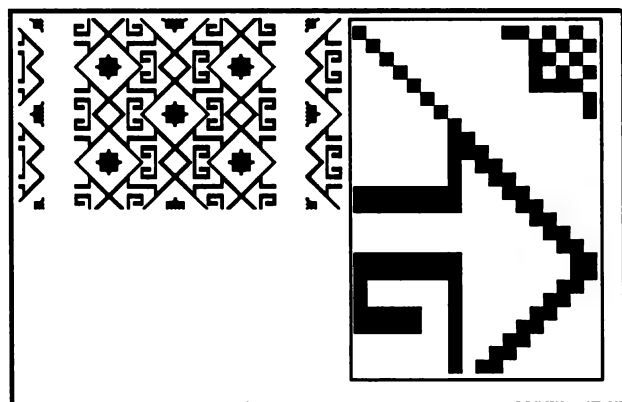
ability to align a selection to the top, middle or bottom of the page (other nice features include:

- a very powerful zoom in/zoom out,
- facility for moving text around the screen (similar to Super Paint),
- pointers can be added to the ends of lines (five pen thicknesses), and
- horizontal and vertical flip.

Although there is no manual with the program, the Help option is quite good. The graphics could only be imported into Word by using the clipboard; I assume it would be the same with other programs.

Escher

Echer (Escher) Draw 1.0 (Graphics F) is a great little program, which allows you to create repetitive patterns in the style of drawings by M.C. Escher.



You have a choice of 17 symmetries (e.g. square, parallelogram) in which to draw your pattern. The program puts an active window (or 'tile') on the screen and you draw the pattern by clicking in it (pixel by pixel)—rather as you do in Pat Bits in MacPaint. While you are drawing in the active window, the rest of the screen takes what you are drawing and makes it into a mini pattern of four tiles (see illustration). You can then make a full screen display of the pattern, size it and print it out.

MacBillboard

Finally MacBillboard 4.0 (Graphics B)—also from CE Software—is a very useful Paint type program that allows you to design and print greeting cards, huge billboards (I only tried one covering four A4 pages) and iron-on T shirt designs. Although there is no documentation with the program, the Help screen is really great, so I decided to print it out to show you the scope of the program. (Don't worry it is not as complex as it looks.) There are also other features that are not shown here, for example, Shift click on a pattern allows you to modify it or I

suppose you could really produce your own pattern if you wanted to, although there are already a large number from which to choose. If you select an area with the lasso or marquee and hold down the Option key you can duplicate the selection.

A nice feature of the program (or perhaps a necessity for billboards) is the split screen which enables you to place and size your artwork. It also takes a bit of experimenting to get the placing correct on the greeting card although MacBillboard does flip the artwork for the "folded over" part of the card.

The program has features such as flip horizontal and vertical, trace edges, rotate, invert, five line widths and a large number of brush shapes including a small Mac and an Apple which you can use to stamp on your work. Really it is a very powerful package—it even manipulates the T shirt iron-on so that the design prints out reversed, so that it is correct on the T shirt. Printing for the T shirt design is probably best done by using an underwriter ribbon on an Imagewriter.

I think that new members to AUSOM would find that by just purchasing Graphics A and Graphics B most of their initial paint/draw/graphics needs would be fulfilled.



MacBillboard Help Screen

Normal		Shift	Option	⌘	Double Click
Lasso select odd shapes	Marquee select area	constrain movement	copy selection	resize	select whole screen
Hand (Grabber) scrolling	Text	move current text			toggle screens
Paintbrush paint & spraypaint	Pencil	constrain movement	turn into Grabber	Shift + ⌘ yields resize in proportion	select & edit brush
Line Tool straight lines	Eraser	constrain movement			erase whole screen
Hollow Shapes	Filled Shapes	perfect squares	draw pattern without border		
		rounded perfect squares			
		perfect circles	draw lines using pattern		
Zoom In (3 times)	Zoom Out (3 times)				
Paint Bucket Fill with pattern	Pattern Select	Ignore screen boundaries			
Click the mouse to continue					

AUSOM Contact List

— For use by AUSOM Members only

The following people will endeavour to answer members' queries on the topics shown. As this is a **voluntary** service, please **only ring between the hours shown**. If you can't get through **try again another day during the specified times**.



Adobe Illustrator

Grant Waldram
876 4062—7pm-9pm

Adobe Illustrator

John Tompkins
500 9060—7pm-10pm

Aldus Freehand

John Tompkins
500 9060—7pm-10pm

Apple // Adventures & Games

Glen Maddock
725 9643—7pm-9pm

Apple // Comms and Modems

Robert Pascale
478 9644—7pm-9pm

Apple][, //GS Beginners

Philip Richardson
836 7710—7pm-9pm

Apple // Disk Recovery

Peter Watson
894 1087—7pm-10pm

Apple // Games

Nick Pyers
593 1223—10am-10pm
except Sundays

Apple //GS, HyperStudio

Michael Levine
857 5727—7pm-9pm

Apple //GS, AppleWorks

James Clough
592 3450—6:30 pm-10 pm

AppleWorks

Peter Szabo
605 1777 (BH)

AppleWorks, Time Out

Publish It!

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725 7421—7pm-9 pm

Cirtech Memory Cards

Mark
546 9928—7pm-9pm

Design Studio

Ray Smith
848 1534—7 pm-9 pm

Cricket Draw

Cricket Graph

Noel Goldsmith
807 5968—8pm-9pm

Games and Programming

James Mitchell
592 6385—7:30pm-9pm

Genealogical Computing

Bill Gunther
807 6451—7pm-9pm

General Apple// GS

Peter Watson
894 1087—7pm-10pm

General Mac

Grant Waldram
876 4062—7pm-9pm

Hypercard

John Tompkins
500 9060—7pm-10pm

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544 0740—7pm-9pm

Light Speed Pascal

Noel Goldsmith
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Lisa/Mac XL

Steve Stretton
813 3203—7pm-10pm

Lode Runner

Matt Murphy
391 4359—7pm-9pm

Mac Programmers Workshop

Noel Goldsmith
807 5968—8pm-9pm

Mac Sound/Music

Ross Bencina
870 0084—6pm-10pm
Sunday to Thursday

Mac Recorder

Mac Sound/Music/Vision

Mac Games/General Mac

Daniel Huang
419 2412—5 pm - 10 pm
Monday to Friday

Mac—

Hypercard/Apple Events Networking

David Turk
534 5436—Sat/Sun 12pm-6pm
Every day: 7 pm-9pm

Memory Expansion—Apple][

James Clough
592 3450—7pm-10 pm

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525 5118—business hours

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583 3557—7pm-9pm

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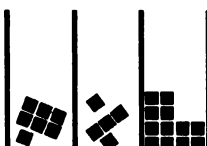
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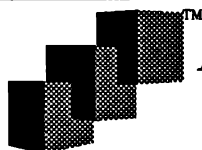
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September	Sep 7	Aug 16	Graphics
October	Oct 5	Sep 13	Desktop Publishing
November	Nov 2	Oct 11	Databases and spreadsheets
Auction	Nov 30	n/a	AUSOM Auction day
December	Dec 7	Nov 15	Games

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Requested disks <i>(No more than ten (10) disks per order from each library) eg. Mac. IIGS or Apple II</i>	<div></div> <div></div> <div></div> <div></div> <div></div>	<div></div> <div></div> <div></div> <div></div> <div></div>	
Copying charge	Apple II	Apple IIGS	Macintosh
@ \$5 per 5.25" disk	\$.	\$.	\$.
@ \$7 per 3.5" disk	\$.	\$.	\$.
Postage \$2 per order	\$ 2.00	\$ 2.00	\$ 2.00
Total	\$.	\$.	\$.
<input type="checkbox"/> Cash <i>(meetings only)</i>			
<input type="checkbox"/> Bankcard	<input type="checkbox"/> Mastercard	<input type="checkbox"/> Visacard	<input type="checkbox"/> Cheque
	<input type="checkbox"/> Money Order		
Card Number	<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>		
Expiry Date	<div></div>	Signature	<div></div>
Name on card or cheque	<div></div>		
For office use only			
Receipt No.	<div></div>	Order No.	<div></div>
		Checked by	<div></div>

Discount Corner

Each month this list will consist of those organisations or companies who offer AUSOM Inc. members a discount on their products or services

Collins Booksellers (Technical & Academic Centre), 401 Swanson Street, Melbourne. Offer 10% discount on computer books on production of current AUSOM membership card.

Dynamic Graphics Pty Ltd, 17 Anzac Avenue, Collaroy, NSW 2097. Offer 15% discount off normal Dynamic Graphics pricing of Clip Art to AUSOM members.

Logical Connections, P.O. Box 503, Eltham, Victoria, 3095. (03) 439 6876; (03) 386 1482; (03) 51 4526 Computer Hardware and Software Suppliers. Offer 10% (at least), to AUSOM members, on all products distributed by Imagineering and Dataflow and 5% on all Applied Engineering Cards including: RamFactor, GS RAM and Z-Ram Ultra.

McGills Authorised Newsagency Pty. Ltd., 187 Elizabeth Street, Melbourne. 602 5566. Offer 10% discount on all computer books, current membership card must be shown.

Stephen Conte, 12 Acheson Place, Coburg, 3058. (03) 354 2611, who is the manufacturer of the SIT RIGHT™ Chair will give a discount of \$15 to AUSOM members.

Sunlight Software, 10 Sunlight Crescent, East Brighton, Vic., 3187. (03) 592 3450, will give a discount to AUSOM members, ring for prices.

Technical Book and Magazine Co. Pty. Ltd., 295 Swanston Street, Melbourne. 663 3951. Offer 10% discount on all computer books, current membership card must be shown.

Words and Facts, Suite 1, 22 Glen Eira Road, Ripponlea 3185. (03) 531 4933. Offer 10% discount on:
• General and mathematical word processing;
• graphic design and desktop publishing;
• writing/editing of manuals and training materials;
• testing and review of developed software.

AUSOM News

Production Information

For those who are interested in the technical details of the production of AUSOM News, we provide the following information:

Hardware

Produced on a Macintosh IIfx with 8 Mb RAM, Toshiba CD-ROM drive and 210 Mb hard disk. Typeset on an Apple LaserWriter Plus. No manual paste-up was required, apart from some ads.

Software

Initial editing of articles done with with Microsoft® Word Version 4 and some custom-written software ("Editor Tools", available on AUSOM disk 91.04). Page layout by Aldus PageMaker® Version 4.01. Illustrations manipulated by DeskPaint™ 2.0, DeskDraw™. Other utility software used frequently: Suitecase II™, QuickKeys™, Adobe Type Manager™.

Typefaces

Body text and headings set in ITC Garamond® Light. Body text set at 9.5 points. Headings set at 50 points. Sub-headings set at 14 points. Various other typefaces used in small quantities.

Mechanical Dimensions

Printed on A4 paper (some trimming takes place after stapling). Dimensions set in PageMaker as follows:

- Top margin: 15 mm
- Bottom margin 20 mm
- Inside margin 14 mm
- Outside margin 24 mm
- 3 columns
- Space between columns: 5 mm

We would greatly appreciate if advertisers and other contributors who provide full-page artwork to use the above dimensions to avoid time-consuming resizing of pages.

Illustrations

Many of the illustrations in this magazine are EPS (Encapsulated PostScript) format images from:

- "ClickArt™ EPS Illustrations" by T/Maker Co.
- Images with Impact!™ — "Graphics and Symbols 1", "Business 1" and "Accents & Borders 1" by 3G Graphics.
- Adobe® Collector's edition, Volumes 1 and 2.
- "Clippures"™, Volumes 1 and 2, by Dream Maker Software.
- Digit-Art Volumes 1 to 20 (CD ROM) from Image Club Graphics.
- OzArt™ from Ideal Images.
- Electronic Designer's Club® (CD ROMs) and Electronic Clipper™ from Dynamic Graphics.

Custom illustrations were produced with Adobe Illustrator™ 3 from Adobe Systems Incorporated.

Some logos on the Business Card Ads pages scanned by Supertype of 13 Florence Street, Burwood 3125.

Apple logo

Apple, and the Apple logo are registered trademarks of Apple Computer Inc.

People

Magazine edited by Nick Gammon. Editorial assistance provided by Helen Gammon. Centre four pages (Professional Users Group SIG insert) edited by Michael Stringer.

Printing

Magazine printed and bound from the original copy produced on the LaserWriter Plus by Bookaburra Printing, 99 Waverley Road, East Malvern.

Original Copies

All software described above is an original copy (not pirated). AUSOM does not condone the unauthorised copying of proprietary software.



September 7th meeting activities

(Please check notice boards on the day of the meeting for last-minute changes to this timetable)

Main Meetings

1:15 —	Main Meeting	Theatre 1
— 1:50	Questions and Answers	Theatre 1
2:00 — 3:00	Tony Fraser of Apple Australia	Theatre 1

Special Interest Groups

2:05 — 5:00	Youth & Adventure	M215
3:05 — 5:00	Professional Users' Group (P.U.G.)	Theatre 2
4:05 — 5:00	Communications & The A.U.S.O.M. B.B.S.	E108

Apple // Interest Groups

3:05 — 3:55	The Blind leading the Blind	M210
3:05 — 3:55	AppleWorks S.I.G.	M210
3:05 — 3:55	Apple II Machine Language Programming S.I.G.	M205

Apple IIgs Interest Groups

3:05 — 3:55	Apple IIgs Users	Theatre 1
3:05 — 3:55	Apple IIgs Beginners	M203

Macintosh Interest Groups

3:05 — 3:55	MacForum	E108
3:05 — 3:50	Macintosh Beginners	M207
3:05 — 4:45	Macintosh Programming	M201

Other Services

1:30 — 4:45	Trade Sales	MG05
1:30 — 4:45	Software libraries	Foyer
1:30 — 4:45	Book and Magazine library	MG05A
1:30 — 4:45	Membership Enrollment and Renewal	Foyer
1:30 — 4:45	Refreshments	Airlock

Please do not hesitate to contact James Clough on (03) 592-3450 or jjc@ee.mu.OZ.AU with any enquiries or suggestions.

